

Gary Gygax Q&A: Part X

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Tuzenbach

Wednesday, 10th May, 2006, 03:23 AM

Gary Gygax Q&A: Part X

Sure, there've been tons of threads started in the last 5 months that we'll never see again, but I think I can arrive at a general concensus that the saddest casualty of the site crash was the "Gary Gygax: Part X" thread. :(

Who's with me?

grodog

Wednesday, 10th May, 2006, 04:40 AM

Damn. I didn't make the time to print that thread yet, simply because it was going to take a million years to do so. Sigh....

BOZ

Wednesday, 10th May, 2006, 04:44 AM

well, the new one wasn't around very long, but the previous one lost a fair number of posts. regardless, time to start over...

Kryndal Levik

Wednesday, 10th May, 2006, 05:04 AM

Well, you can get at least part of it through Google...

<http://72.14.207.104/search?q=cache:...s&ct=clnk&cd=1>

I didn't check (not familiar with the content of the thread), but I'm pretty sure that all pages will show up...

Tuzenbach

Wednesday, 10th May, 2006, 12:34 PM

Quote:

*Originally Posted by **Kryndal Levik***

Well, you can get at least part of it through Google...

<http://72.14.207.104/search?q=cache:...s&ct=clnk&cd=1>

I didn't check (not familiar with the content of the thread), but I'm pretty sure that all pages will show up...

Really? That's good news!

I was actually wondering if it'd be possible to attempt a reconstruction of the thread. Many many times, a thread response will be copied to my hotmail inbox. Sadly, I delete most of them. However, I'll bet there are those of us who do not delete ANY of them!

Worth a try?

Tuzenbach

Wednesday, 10th May, 2006, 12:58 PM

Quote:

*Originally Posted by **Tuzenbach***

I was actually wondering if it'd be possible to attempt a reconstruction of the thread. Many many times, a thread response will be copied to my hotmail inbox. Sadly, I delete most of them. However, I'll bet there are those of us who do not delete ANY of them!

:D See, THIS is what I'm talkin' about:

Quote:

Col_Pladoh has just replied to a thread you have subscribed to entitled - General - Gary Gygax Q&A, Part IX - in the General RPG Discussion forum of EN World - Morris' D&D / d20 News & Reviews Site.

This thread is located at:

<http://www.enworld.org/showthread.ph...7&goto=newpost>

Here is the message that has just been posted:

Howdy!

Actually, the CZY work is quite adaptable to the AD&D game, so of course Hackmaster should serve.

I am coordinating some 20 freelance writers in their efforts to detail the town's 19 sectors as well as five suburban areas. Three town districts are completed now, one accepted for publication and two in process of content editing. When the whole shebang is completed the place should be ideal for urban adventuring and PC enterprises in town, in its outskirts, as well as throughout the whole of the Eastmark.

Cheers,
Gary

Col_Pladoh

Wednesday, 10th May, 2006, 04:25 PM

:(

All the material on Google is sans text...lost in the crash I assume.

Haakon1 was the last poster that I know of, but that too is lost.

Such is life on the internet :\

Cheers,
Gary

Ottergame

Wednesday, 10th May, 2006, 04:40 PM

Confucious once say; "Wise man backs up often".

Cest la ve.

Infiniti2000

Wednesday, 10th May, 2006, 04:58 PM

Quote:

*Originally Posted by **Col_Pladoh***

:(

All the material on Google is sans text...lost in the crash I assume.

Try to "select" the text. I noticed in some other threads that I was interested in, the text was black for some reason (in the cache). I could select the text (for the opposite contrast), to read it. Or, copy/paste into an unformatted editor.

Henry

Wednesday, 10th May, 2006, 05:25 PM

Let's not completely give up on it yet. There is some background discussion of a newer copy of the d-base, so we may yet have most of the discussion. I'd hold off on Cataclysmic revelations until the database situation is completely 100% settled, first. :)

Have faith, hope, patience, and a couple of prayers handy, and we'll let you know if there's more to be said.

Infiniti2000

Wednesday, 10th May, 2006, 06:09 PM

Henry, your .sig got reset to those two excellent quotes. :)

grodog

Wednesday, 10th May, 2006, 08:27 PM

Quote:

*Originally Posted by **Henry***

Let's not completely give up on it yet. There is some background discussion of a newer copy of the d-base, so we may yet have most of the discussion. I'd hold off on Cataclysmic revelations until the database situation is completely 100% settled, first. :)

Have faith, hope, patience, and a couple of prayers handy, and we'll let you know if there's more to be said.

Ah, that's good to hear Henry: I wasn't aware that everything hadn't been confirmed at 100% lost. Have you guys looked at contacting the ezboards technical team to see about how they were able to try to recover lost content in their sem-recent-ish big crash? IIRC, they hit google cache, as well as the internet archive to try to recreate/recover as much content as possible.

Kryndal Levik

Wednesday, 10th May, 2006, 08:50 PM

Quote:

Originally Posted by **Col_Pladoh**

:(

All the material on Google is sans text...lost in the crash I assume.

Haakon1 was the last poster that I know of, but that too is lost.

Such is life on the internet :)

Cheers,
Gary

Actually, it's not- click on "Cached" and you get the full post. I tried it with several, and it worked like a charm.

Col_Pladoh

Wednesday, 10th May, 2006, 10:37 PM

Quote:

Originally Posted by **Kryndal Levik**

Actually, it's not- click on "Cached" and you get the full post. I tried it with several, and it worked like a charm.

Oh good!

I didn't do more than glance at the blank spaces and assumed the worst :confused:

Now all the text appears normally...and I notice that there I am at 3233 posts, so a bunch must have been lost, temporarily perhaps, from here.

Cheers,
Gary

Tuzenbach

Friday, 12th May, 2006, 09:31 PM

Quote:

Originally Posted by **Col_Pladoh**

Such is life on the internet :)

Cheers,
Gary

Gary,

In that you possess astute, sage-like abilities, this question struck me the other day as being highly "askable": When you were formulating D&D in the early 70's, did the concept of "The Internet" ever become something you foresaw? :eek:

Col_Pladoh

Friday, 12th May, 2006, 11:13 PM

Quote:

Originally Posted by **Tuzenbach**

Gary,

In that you possess astute, sage-like abilities, this question struck me the other day as being highly "askable": When you were formulating D&D in the early 70's, did the concept of "The Internet" ever become something you foresaw? :eek:

Heh...

Would I were so astute :)

About the best I can claim is to have recognized in 1978 that computer games were going to be important in the future, and urge my fellows at TSR to get the company into the field immediately. That was done, but not logically, and soon TSR was out of the field even as computer fantasy games were becoming really popular.

Cheers,
Gary

Geoffrey

Saturday, 13th May, 2006, 12:00 AM

Gary, what are your views on giving gaming stats to deities, and to avatars/player characters killing deities? Have your views on god stats and god killing changed over the last 30 years? I understand that you are hard at work on *Legendary Pantheons* for *Legendary Adventure*. How will the deities be presented in that work? (And when can I buy a copy? :))

Gary, I hope you're doing well. I know this question has been put to you before, but for the life of me I can't recall your answer (someday I hope someone sifts through all the various "Ask Gary" threads here and elsewhere and collates your answers so you don't have to keep answering the same things over and over). So pardon this re-asking: what was the inspiration for the D&D gorgon? The gorgon of Greek myth is what ended up being the medusa in D&D. Was there a mythological critter like the bull-like, petrification-breathing monster in the 1e Monster Manual?

Col_Pladoh

Saturday, 13th May, 2006, 03:16 PM

Quote:

*Originally Posted by **Geoffrey****Gary, what are your views on giving gaming stats to deities, and to avatars/player characters killing deities? Have your views on god stats and god killing changed over the last 30 years? I understand that you are hard at work on Lejendary Pantheons for Lejendary Adventure. How will the deities be presented in that work? (And when can I buy a copy? :)*

Deital types are placed into 15 ranks in my LE world pantheons. those that are in the highest ranks are not really deities but quasi ones such as minor demons, so indeed a powerful character could kill one of 15th rank or even of 14th or 13th, after that the power of deities becomes much greater. At the minor deity level it is about impossible for any mortal to harm them, and above that, in the major and higher ranks, the most potent human is akin to a mosquito.

Messing with even a minor deity is most likely to end up very badly for a PC...

I give suggested stat spreads for all 15 ranks of deities, including Health (hit points) and protection as well as special powers likely. It is up to the GM to manage the rest.

Cheers,
Gary

Col_Pladoh

Saturday, 13th May, 2006, 03:20 PM

Quote:

*Originally Posted by **ColonelHardisson****Gary, I hope you're doing well. I know this question has been put to you before, but for the life of me I can't recall your answer (someday I hope someone sifts through all the various "Ask Gary" threads here and elsewhere and collates your answers so you don't have to keep answering the same things over and over). So pardon this re-asking: what was the inspiration for the D&D gorgon? The gorgon of Greek myth is what ended up being the medusa in D&D. Was there a mythological critter like the bull-like, petrification-breathing monster in the 1e Monster Manual?*

Hi Colonel!

Not a problem at all. Indeed, that question has been put to me before, but I am not sure if that was here on this website. Anyway...

The scale-mailed bull model of a gorgon came directly from a copy of a medieval bestiary, the title of which I do not recall, but it was and probably still is in the local (Lake Geneva) public library. I was happy to use that model, for it added another fearsome monster to the roster for DM use :D

Cheers,
Gary

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Gary Gygax Q&A: Part X

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ColonelHardisson

Saturday, 13th May, 2006, 09:09 PM

Quote:

Originally Posted by Col_Pladoh

The scale-mailed bull model of a gorgon came directly from a copy of a medieval bestiary, the title of which I do not recall, but it was and probably still is in the local (Lake Geneva) public library. I was happy to use that model, for it added another fearsome monster to the roster for DM use :D

Thanks much for the quick and courteous reply. I had a feeling it was something like that. Medieval bestiaries and heraldry are rife with unusual critters. I'm glad that someone with an interest in such stuff designed D&D in the first place.

Col_Pladoh

Saturday, 13th May, 2006, 09:16 PM

Quote:

Originally Posted by ColonelHardisson

Thanks much for the quick and courteous reply. I had a feeling it was something like that. Medieval bestiaries and heraldry are rife with unusual critters. I'm glad that someone with an interest in such stuff designed D&D in the first place.

Heh...

But no one liked the opinicus... :lol:

Cheers,
Gary

John Drake

Saturday, 13th May, 2006, 10:34 PM

Hi Gary!

Just curious, not that this is really a game related question per say, but, has any particular piece of art/music ever played an influence on anything that you've ever designed (module, supplement or novel)? If so, what type ?

Also, me just be an inquisitive individual, what type of music do you listen to most frequently?

Thank you so much for your time to answer such mundane queries, extra apologies if this has been asked before. Ciao!

Col_Pladoh

Sunday, 14th May, 2006, 12:03 AM

Quote:

*Originally Posted by John Drake**Hi Gary!*

Just curious, not that this is really a game related question per say, but, has any particular piece of art/music ever played an influence on anything that you've ever designed (module, supplement or novel)? If so, what type ?

Also, me just be an inquisitive individual, what type of music do you listen to most frequently?

Thank you so much for your time to answer such mundane queries, extra apologies if this has been asked before. Ciao!

Howdy John,

Two pieces of artsy-craftsy sort have engendered short stories--"The Five Dragon Bowl" from a Chinese plate, and "The House in the Tree" from a series of collectable miniature houses.

I listen to classical music mostly, but I also enjoy Spanish guitar, modern jazz, old r & b (1950s), and blues, even some country & western and opera now and again.

Cheers,
Gary

haakon1

Sunday, 14th May, 2006, 12:12 AM

Quote:

Originally Posted by Col_Pladoh

:/(

All the material on Google is sans text...lost in the crash I assume.

Haakon1 was the last poster that I know of, but that too is lost.

Such is life on the internet :)

*Cheers,
Gary*

Alas . . . indeed, such is the internet.

At least I get the satisfaction of knowing once and for all that Gary remembers my screenname. :heh:

haakon1

Sunday, 14th May, 2006, 12:16 AM

Quote:

*Originally Posted by **Infiniti2000***

Henry, your .sig got reset to those two excellent quotes. :)

I know. What was the Gary quote about timidity and something-err-other are the harbingers of death, as is foolhardiness?

Actually, when I first discovered the crash was when I logged in specifically to grab that quote for an email. :)

haakon1

Sunday, 14th May, 2006, 12:23 AM

Quote:

*Originally Posted by **Col_Pladoh***

But no one liked the opinicus... :lol:

I'll bite . . . what's a opinicus?

Sounds like an opinionated quasit to me: Smite Evil time!

(Opps, I think that's 3.x rules . . . it blends to together after 20 years of AD&D and 5 years of 3e.)

haakon1

Sunday, 14th May, 2006, 12:36 AM

Quote:

*Originally Posted by **Col_Pladoh***

even some country & western

That reminds me of a pre-crash topic . . . Boot Hill. I think I asked naively if you wrote it.

I should just look it up, I know, but my Boot Hill materials are in NY State, and I'm in WA State. :)

Boot Hill was a whole lot of fun for me and my friends, in the original and 2nd edition.

My senior year in college (1991), someone discovered our college had a long-defunct roleplaying society in the 1970s, and they had left behind a very few things, including a booklet of original Boot Hill.

Naturally, we took it very seriously as a historical simulation of life on the frontier . . .

We were drunk the first time we played it, and we all had a blast -- learning the rules was not hard, plus we invented new ones, like a 50% chance of falling off a balcony everytime you were shot on a second story. There were more PC deaths that night than ever -- I think it took about 3 minutes to make a new one.

The most memorable player death was the Chinaman kung-fu laundryman/ninja/deadeye gunfighter in black pajamas and a ten-gallon-hat being crushed with a player piano down the stairs by the evil Eastern banker/pimp/beer magnate, C. Montgomery Coors, as the whore with a heart of gold screamed in horror, and many, many, many shots rang out in the night. :eek:

Tuzenbach

Sunday, 14th May, 2006, 12:55 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

Would I were so astute :)

About the best I can claim is to have recognized in 1978 that computer games were going to be important in the future, and urge my fellows at TSR to get the company into the field immediately. That was done, but not logically, and soon TSR was out of the field even as computer fantasy

games were becoming really popular.

Cheers,
Gary

So basically, Al Gore can boast about inventing The Internet while Gary Gygax cannot. 'Tis a sad world, indeed! :p

Phanboy

Sunday, 14th May, 2006, 03:10 AM

Hi Gary, I'm trying to figure out the origins of the saving throw. How did this mechanic come about, and Where did the name come from, I get the saving part, but why throw, and not roll?
Thanks!

Orius

Sunday, 14th May, 2006, 03:34 AM

Quote:

*Originally Posted by **Col_Pladoh***

About the best I can claim is to have recognized in 1978 that computer games were going to be important in the future, and urge my fellows at TSR to get the company into the field immediately. That was done, but not logically, and soon TSR was out of the field even as computer fantasy games were becoming really popular.

At least on the bright side, there've been a number of good computer games over the years that have been based on D&D and AD&D. Perhaps not as good, but it's proven to be a good license, even if occasional bombs came out of it.

Orius

Sunday, 14th May, 2006, 03:38 AM

Quote:

*Originally Posted by **haakon1***

We were drunk the first time we played it, and we all had a blast -- learning the rules was not hard, plus we invented new ones, like a 50% chance of falling off a balcony everytime you were shot on a second story.

All Western RPGs should have such a rule...it happens in the movies all the time!

Quote:

There were more PC deaths that night than ever -- I think it took about 3 minutes to make a new one.

The most memorable player death was the Chinaman kung-fu laundryman/ninja/deadeye gunfighter in black pajamas and a ten-gallon-hat being crushed with a player piano down the stairs by the evil Eastern banker/pimp/beer magnate, C. Montgomery Coors, as the whore with a heart of gold screamed in horror, and many, many, many shots rang out in the night. :eek:

Sounds like fun!

Col_Pladoh

Sunday, 14th May, 2006, 04:12 PM

Quote:

*Originally Posted by **haakon1***

I'll bite . . . what's a opinicus?

Sounds like an opinionated quasit to me: Smite Evil time!

(Opps, I think that's 3.x rules . . . it blends to together after 20 years of AD&D and 5 years of 3e.)

:lol:

The opinicus is a chimerical creature that is part cameland not particularly fearsome. Check your dictionary, as most will have a description of it. The critter was used in some heraldry, as was the peryton,, a similar chimerical beast, I velieve.

Cheers,
Gary

Col_Pladoh

Sunday, 14th May, 2006, 04:21 PM

Quote:

*Originally Posted by **haakon1***

That reminds me of a pre-crash topic . . . Boot Hill. I think I asked naively if you wrote it.

I should just look it up, I know, but my Boot Hill materials are in NY State, and I'm in WA State. :)

Boot Hill was a whole lot of fun for me and my friends, in the original and 2nd edition. ...

In the first edition campaign of BH I usually played the Mexican rancher and bandit Quinto Villa Lobos with a gang of four compadres--I converted 10 Airfix figurines so as to have the five characters in foot and mounted form, complete with sombreros and a couple with ponchos.

When the second edition was being prepared I played ruthless rancher, Mr. G of the Rockin' G spread, I eventually had over 40 hands, a hired fast gun, an Indian tracker, and several Mexican vaccaros who bought cattle south of the border and saw to it that my half-interest in three border cantinas was properly repaid. The whiskey flowed freely for all my boys as I built and operated a distillery and eventually ran a stage line too so as to move my whiskey around to the whole area.

:lol:
Gary

Col_Pladoh

Sunday, 14th May, 2006, 04:23 PM

Quote:

*Originally Posted by **Tuzenbach***

So basically, Al Gore can boast about inventing The Internet while Gary Gygax cannot. 'Tis a sad world, indeed! :p

:eek: :lol: :eek:

Life is so unfair... :confused:

Cheerio,
Gary

Col_Pladoh

Sunday, 14th May, 2006, 04:25 PM

Quote:

*Originally Posted by **Phanboy***

*Hi Gary, I'm trying to figure out the origins of the saving throw. How did this mechanic come about, and Where did the name come from, I get the saving part, but why throw, and not roll?
Thanks!*

It is a term taken directly from military miniatures gaming. Some rules allowed potential kills to be saved in case some number were rolled on a d6, and everyone called that "saves" or "saving throws."

Cheerio,
Gary

Col_Pladoh

Sunday, 14th May, 2006, 04:27 PM

Quote:

*Originally Posted by **Orius***

At least on the bright side, there've been a number of good computer games over the years that have been based on D&D and AD&D. Perhaps not as good, but it's proven to be a good license, even if occasional bombs came out of it.

According to experts,. most of the computer games of fnatasy and like sort borrow at least something from the A/D&D game.

That's is why I am mentioned as being so influential in computer gaming :)

Cheers,
Gary

Tuzenbach

Sunday, 14th May, 2006, 08:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

The opinicus is a chimerical creature that is part camel and not particularly fearsome. Check your dictionary, as most will have a description of it. The critter was used in some heraldry, as was the peryton,, a similar chimerical beast, I believe.

*Cheers,
Gary*

Actually, this particular beast made it into the 1E Monster Manual II. Whether or not any DM actually *used it* is anybody's guess!

Quote:

*Originally Posted by **Tuzenbach***

Actually, this particular beast made it into the 1E Monster Manual II. Whether or not any DM actually used it is anybody's guess!

Heh...

...and guess who wrote it up and put it into MMII :p

LOL,
Gary

Phanboy

Sunday, 14th May, 2006, 11:31 PM

Hey Gary, One more completely unrelated question, any plans to voice the DM for more DDO modules? Do you play? if so What server and character?

All times are GMT +1. The time now is 03:52 PM.

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Gary Gygax Q&A: Part X

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ColonelHardisson

Sunday, 14th May, 2006, 11:44 PM

Quote:

*Originally Posted by **Tuzenbach***

Actually, this particular beast made it into the 1E Monster Manual II. Whether or not any DM actually used it is anybody's guess!

.../ did...

Gray Mouser

Monday, 15th May, 2006, 03:50 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy John,

Two pieces of artsy-craftsy sort have engendered short stories--"The Five Dragon Bowl" from a Chinese plate, and "The House in the Tree" from a series of collectable miniature houses.

Heh, and both pieces did a great job of inspiring you, Colonel! "The House in the Tree" made me want to put something similar in my campaign (now I just need some way to fit it in) and "The Five Dragon Bowl" is second only to "Twistbuck's Game" as far as Gord stories go (IMHO).

Gray Mouser

haakon1

Monday, 15th May, 2006, 06:58 AM

Quote:

*Originally Posted by **Col_Pladoh***

The opinicus is a chimerical creature that is part camel and not particularly fearsome. Check your dictionary, as most will have a description of it. The critter was used in some heraldry, as was the peryton,, a similar chimerical beast, I velieve.

The closest thing my Webster's has (in spelling at least) is opossum. They are a bit chimerical themselves. An American marsupial with a hairless tail . . . that's half way to being an Owlbear!

haakon1

Monday, 15th May, 2006, 07:05 AM

Quote:

*Originally Posted by **Col_Pladoh***

When the second edition was being prepared I played ruthless rancher, Mr. G of the Rockin' G spread, I eventually had over 40 hands, a hired fast gun, an Indian tracker, and several Mexican vaccaros who bought cattle south of the border and saw to it that my half-iinterest in three border cantinas was properly repaid. The whiskey flowed freely for all my boys as I built and operated a distillery and eventually ran a stage line too so as to move my whiskey around to the ehole area.

Sound like one of them Eastern bankers, you ask me. I don't take no account a Yankees, no sir. Prolly wear himself a bowler hat and a tie. :]

BOZ

Monday, 15th May, 2006, 07:27 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

But no one liked the opinicus... :lol:

*Cheers,
Gary*

i liked them just fine, and wish that they got more coverage. :) but then, i'm weird like that.

Col_Pladoh

Monday, 15th May, 2006, 03:48 PM

Quote:

*Originally Posted by **Phanboy***

Hey Gary, One more completely unrelated question, any plans to voice the DM for more DDO modules? Do you play? if so What server and character?

Howdy!

I am always willing to entertain offers for me to do voice over work, but there are none pending.

I avoid playing computer games on my PC and/or online, as once I start doing so that is all I want to do. My work and family suffer accordingly.

Cheers,
Gary

Garnfellow

Monday, 15th May, 2006, 08:44 PM

Quote:

*Originally Posted by **Col_Pladoh***

According to experts,. most of the computer games of fnatasy and like sort borrow at least something from the A/D&D game.

That's is why I am mentioned as being so influential in computer gaming ;)

Greg Costikyan recently had an excellent online article that traces the rise of computer games, and there he gives the influence of D&D its due:

[The Revolution Began With Paper](#)

Gray Mouser

Tuesday, 16th May, 2006, 04:38 AM

Devils Question

Colonel,

I was just reading the Devils entry in the MM II and there is a section entitled "The Hierarchy of the Planes of Hell," in which you list "the dukes of hell as well as some of their foremost henchmen." The entry consists of three lists; the name of the dukes, the name of the devil they are in service to, and thier command or position. A few of the entries are marked with a (F) which obviously indicates that they are females (Baalphegor, Lilis, Lilith, etc.) but there are also some dukes that have an asterisk besides their name (*). I have been unable to locate any text in the MM II that explains the meaning of this mark. Names marked with an asterisk include: Alastor, Baalberith, Baalzephon, Bel, Bethage, Fecor, Fircas, Goap, Herobaal, Nexroth, Zaebos, Zapan, and Zimimar.

Any chance you could shed some light on the meaning of the asterisked entries? Does it have anything to do with the statement that "In general the dukes are equal to a weaker arch devil, although some are but little stronger than a pit fiend or are, in fact, actual pit fiends"? In other words, are those marked with an asterisk the weaker pit fiend variety dukes?

Anyway, thanks in advance!

Gray Mouser

BOZ

Tuesday, 16th May, 2006, 05:44 AM

IIRC, didn't the * denote pit fiends with higher than normal status?

haakon1

Tuesday, 16th May, 2006, 05:59 AM

Quote:

*Originally Posted by **Col_Pladoh***

I avoid playing computer games on my PC and/or online, as once I start doing so that is all I want to do. My work and family suffer accordingly.

Luckily, you are the only gamer with that problem. ;)

I think "never role-play alone" is up there with "never drink alone", for avoiding addictions.

haakon1

Tuesday, 16th May, 2006, 06:05 AM

Gygax quote

Does anybody have the Gary quote that used to be in a sig around here?

Something about excessive timidity or foolhardiness both being harbingers of death in such a setting? It was a goody. I think it was Henry's, but I could be wrong.?

Gray Mouser

Tuesday, 16th May, 2006, 01:56 PM

Quote:

Originally Posted by **BOZ**

*IIIRC, didn't the * denote pit fiends with higher than normal status?*

That's what I thought, too. Upon closer inspection, however, I was unable to see any reference to such in the text. Hopefully Gary can clear this up for me.

Gray Mouser

Col_Pladoh

Tuesday, 16th May, 2006, 04:40 PM

Quote:

Originally Posted by **Garnfellow**

Greg Costikyan recently had an excellent online article that traces the rise of computer games, and there he gives the influence of D&D its due:

[The Revolution Began With Paper](#)

:heh:

I remember Greg and Erik Goldberg when they were in their teens...

:lol:

Gary

Col_Pladoh

Tuesday, 16th May, 2006, 04:45 PM

Quote:

Originally Posted by **Gray Mouser**

Colonel,

I was just reading the Devils entry in the MM II and there is a section entitled "The Hierarchy of the Planes of Hell," in which you list "the dukes of hell as well as some of their foremost henchmen." The entry consists of three lists; the name of the dukes, the name of the devil they are in service to, and their command or position. A few of the entries are marked with a (F) which obviously indicates that they are females (Baalphegor, Lilis, Lilit, etc.) but there are also some dukes that have an asterisk besides their name (). I have been unable to locate any text in the MM II that explains the meaning of this mark. Names marked with an asterisk include: Alastor, Baalberith, Baalzephon, Bel, Bethage, Fecor, Furcas, Goap, Herobaal, Nexroth, Zaebos, Zapan, and Zimimar.*

Any chance you could shed some light on the meaning of the asterisked entries? Does it have anything to do with the statement that "In general the dukes are equal to a weaker arch devil, although some are but little stronger than a pit fiend or are, in fact, actual pit fiends"? In other words, are those marked with an asterisk the weaker pit fiend variety dukes?

Anyway, thanks in advance!

Gray Mouser

It has been a long, long time since I write that, but what Boz mentioned rings a bell.

Of course the assignment of status was a generally arbitrary one on my part, based on some study of popular demonologies, so the DM should feel completely free to alter such designation as is seen fit.

Cheers,

Gary

Col_Pladoh

Tuesday, 16th May, 2006, 04:48 PM

Quote:

Originally Posted by **haakon1**

Luckily, you are the only gamer with that problem. ;)

I think "never role-play alone" is up there with "never drink alone", for avoiding addictions.

Bah!

I see my son Alex wasting far too many hours to believe that initial statement, and refer you to the game known as "Evercrack." :lol:

Actually, my wife threatened to leave me because I would sneak out of bed to play a computer game at 3 AM, was doing no productive work at all... When I get a special boardgame I might blow a week, but a computer game can eat up months :eek:

Cheers,

Gary

Quote:

Originally Posted by **haakon1**

Does anybody have the Gary quote that used to be in a sig around here?

Something about excessive timidity or foolhardiness both being harbingers of death in such a setting? It was a goody. I think it was Henry's, but I could be wrong.?

Noppers!

That wasn't me asking about the quote. I seldom quote myself... :lol:

Cheers,
GAry

Gray Mouser

Tuesday, 16th May, 2006, 06:39 PM

Quote:

Originally Posted by **Col_Pladoh**

It has been a long, long time since I write that, but what Boz mentioned rings a bell.

Of course the assignment of status was a generally arbitrary one on my part, based on some study of popular demonologies, so the DM should feel completely free to alter such designation as is seen fit.

Cheers,
Gary

Thanks, Gary, that's pretty much what I figured. When I went back and reread the MM II I simply couldn't find any actual explanation of the asterisk although I could've sworn seeing that explained somewhere before.

Gray Mouser

haakon1

Wednesday, 17th May, 2006, 07:13 AM

Quote:

Originally Posted by **Col_Pladoh**

Actually, my wife threatened to leave me because I would sneak out of bed to play a computer game at 3 AM, was doing no productive work at all... When I get a special boardgame I might blow a week, but a computer game can eat up months :eek:

Don't check out computer war gaming . . . you could seriously spend about 5 years playing "War in the Pacific". I played about 1 day of it (December 8, 1941) and decided I should wait for more when I'm retired. A game with ever aircraft and ship in the Pacific Theatre, even Merchant Ships . . . that's too cool to play! Someday, I'll figure out where George H.W. Bush is -- I guess he was still in Yale on that day, but presumably he shows up in the replacements eventually, along with John F. Kennedy. The generals and admirals are all real names. You can fire Nimitz and put Halsey in charge, if you want. :cool:

haakon1

Wednesday, 17th May, 2006, 07:14 AM

Quote:

Originally Posted by **Col_Pladoh**

I seldom quote myself... :lol:

You can always make up more quotes though. :)

Col_Pladoh

Wednesday, 17th May, 2006, 04:14 PM

Quote:

Originally Posted by **haakon1**

Don't check out computer war gaming . . . you could seriously spend about 5 years playing "War in the Pacific". I played about 1 day of it (December 8, 1941) and decided I should wait for more when I'm retired. A game with ever aircraft and ship in the Pacific Theatre, even Merchant Ships . . . that's too cool to play! Someday, I'll figure out where George H.W. Bush is -- I guess he was still in Yale on that day, but presumably he shows up in the replacements eventually, along with John F. Kennedy. The generals and admirals are all real names. You can fire Nimitz and put Halsey in charge, if you want. :cool:

That sounds much like the game planned by some students at Stanford, the *Ad Hoc Committee for the Re-Institution of WW II*. It was multi-player with participants all over the USA and elsewhere too, but it broke down because of work load--no personal computers around to assist back in the 1960s. I was the Chinese Communists, BTW, while Don Kay had the Nationalists. and out Economic Commander was in Milwaukee.

Later on the boardgame *Drang Nacht Osten* had the Russian Front in battalion scale IIRR. One of my old wargaming chums was caught up in the play of that monster :eek:

As for firing, I do believe I would relieve Halsey before I did the same for Nimitz. "The wohole world wonders, where is Task Force 34? :uhoh: :lol:

Cheers,
Gary

Col_Pladoh

Wednesday, 17th May, 2006, 04:16 PM

Quote:

*Originally Posted by **haakon1****You can always make up more quotes though. :)*

Actually, I can blather on in print, and others can lift the banalities and use them as quotes :lol:

Hah,
Gary

John Drake

Thursday, 18th May, 2006, 01:12 AM

Quote:

*Originally Posted by **Col_Pladoh****I listen to classical music mostly, but I also enjoy Spanish guitar, modern jazz, old r & b (1950s), and blues, even some country & western and opera now and again.*

Cheers,
Gary

Nice stuff! Thank you so much for the response! :D Any composers/ artists that are particular favourites? Do you ever get a chance to listen to any contemporary composers, and if so do any of them appeal at all? One of my favourites is Phillip Glass (Liquid Days/ Soundtrack for Candyman/ Glassworks).

One other question, if I may be so bold: a friend of mine is going down to Cuba, and he said he could bring back some cigars for me, which, of course, I would like very much! :lol: Now, I believe you do or did enjoy cigars (being somewhat of a connoisseur, IIRC from a much earlier post discussing wine etc) and as I'm not particularly well informed in this area, I was wondering if you might be so kind as to perhaps suggest/recommend some cigars. Your enlightenment would be much appreciated! Thank you so much for taking the time to answer my queries. Cheers! :)

Tarek

Thursday, 18th May, 2006, 03:23 AM

That's because the list of devils in the Monster Manual II originally appeared in a series of articles in Dragon, wherein the designation of the asterisk is explained. You may be remembering the articles in Dragon too.

Col_Pladoh

Thursday, 18th May, 2006, 04:14 PM

Quote:

*Originally Posted by **John Drake****Nice stuff! Thank you so much for the response! :D Any composers/ artists that are particular favourites? Do you ever get a chance to listen to any contemporary composers, and if so do any of them appeal at all? One of my favourites is Phillip Glass (Liquid Days/ Soundtrack for Candyman/ Glassworks).*

I tend to most enjoy the works of composers from the time of Mozart an through Saint Saens and Deliebs. Some of the scores for films are interesting, although unless prompted I can not name the one or two composers that I most enjoy.

Quote:

One other question, if I may be so bold: a friend of mine is going down to Cuba, and he said he could bring back some cigars for me, which, of course, I would like very much! :lol: Now, I believe you do or did enjoy cigars (being somewhat of a connoisseur, IIRC from a much earlier post discussing wine etc) and as I'm not particularly well informed in this area, I was wondering if you might be so kind as to perhaps suggest/recommend some cigars. Your enlightenment would be much appreciated! Thank you so much for taking the time to answer my queries. Cheers! :)

Sadly, I do not have a source for Cuban cigars, so I am quite ignorant in regards which brands are especially outstanding. Screenwriter James Goldman was a frined of mione and most knowledgeable in this area, but Jim passed away some years back, so I can not tap his expertise.

All I can suggest is if you do not regularly smoke cigars have your friend get you long, thin ones, not the big torpedoes such as Winston Churchill enjoyed.

Cheers,
Gary

Col_Pladoh

Thursday, 18th May, 2006, 04:28 PM

I just recalled that my father used to smoke Cuban cigars with the Romeo y Julieta brand.

Cheers,
Gary

Col_Pladoh

Thursday, 18th May, 2006, 04:29 PM

Quote:

*Originally Posted by **Tarek***

That's because the list of devils in the Monster Manual II originally appeared in a series of articles in Dragon, wherein the designation of the asterisk is explained. You may be remembering the articles in Dragon too.

Now spill the beans so that no one has to search the old zine copies to find out. Does the asterisk mean the devil was a jumper-up Pit Field?

:lol:
Gary

ghul

Thursday, 18th May, 2006, 06:09 PM

LA Avatar

Hello Gary,

When rolling up a *Legendary Adventures* avatar, can the "additional ability" (the one that starts at a score of 10) count towards those abilities required for Avatar Orders? For example, I rolled up an If that I'd like to be in the Mage Order:

1st Ability: enchantment
2nd: aracna
3rd: weapons
4th: hunt
5th: stealth

If I use the additional ability on "learning" will that start my character as a 10th Rank "Master Magician"?

Hoping to try this character out at the LGGC! :-)

Take care,
--Ghul (Jeff T.)

Henry

Thursday, 18th May, 2006, 06:19 PM

Quote:

*Originally Posted by **haakon1***

Does anybody have the Gary quote that used to be in a sig around here?

Something about excessive timidity or foolhardiness both being harbingers of death in such a setting? It was a goody. I think it was Henry's, but I could be wrong.?

Google is your friend, as the saying goes:

Quote:

Originally Posted by Col_Pladoh

Rashness and foolhardiness are harbingers of death, as is timidity, in such adventure setting.

It was Gentlegamer's signature.

<http://72.14.209.104/search?q=cache:...s&ct=clnk&cd=3>

Col_Pladoh

Thursday, 18th May, 2006, 06:25 PM

Quote:

*Originally Posted by **ghul***

Hello Gary,

*When rolling up a *Legendary Adventures* avatar, can the "additional ability" (the one that starts at a score of 10) count towards those abilities required for Avatar Orders? For example, I rolled up an If that I'd like to be in the Mage Order:*

*1st Ability: enchantment
2nd: aracna*

3rd: weapons
4th: hunt
5th: stealth

If I use the additional ability on "learning" will that start my character as a 10th Rank "Master Magician"?

Hoping to try this character out at the LGGC! :-)

Oops! While the Fifth (or later) beginning Ability is often required to be a member of an Order, this is not the case with Alfar.

Better check the rules for a Wylf Avatar. One must begin with the following:

Ranging @ 60% of Health
Scrutiny @ 50% of Precision
Stealth @ 70% of Precision

Two Abilities of player's choice are added @ 100% and 80%.

The added Ability @ 10% can not be Arcana, Chivalry, etc.

In short, Wylfs, as with most other non-human Avatars are not meant to be Ordered.

Cheers,
Gary

ghul

Thursday, 18th May, 2006, 06:41 PM

Quote:

*Originally Posted by **Col_Pladoh***

Oops! While the Fifth (or later) beginning Ability is often required to be a member of an Order, this is not the case with Alfar.

Better check the rules for a Wylf Avatar. One must begin with the following:

*Ranging @ 60% of Health
Scrutiny @ 50% of Precision
Stealth @ 70% of Precision*

Two Abilities of player's choice are added @ 100% and 80%.

The added Ability @ 10% can not be Arcana, Chivalry, etc.

In short, Wylfs, as with most other non-human Avatars are not meant to be Ordered.

*Cheers,
Gary*

Hi Gary,

Are you wiffling me? I said Ilf and not Wylf! :p

I'm using the Essentials boxed set, but I do also have *Legendary Rules*. Okay, so then Alfar are all Unordered avatars?... Back to the drawing board! ;) Love this system, BTW! Still think I want to make an Ilf enchanter of sorts.

--Ghul

The_Gneech

Thursday, 18th May, 2006, 07:07 PM

Greetings, Gary! :) Your name has been invoked in the [What If D&D Had Come Out Before Lord of the Rings?](#) thread, so I was wondering if you'd like to opine on the subject. (As I said in the thread, my own theory is that there's so much pre-Tolkien pulp in *D&D*, that it wouldn't actually be that different, except possibly for the race selection.)

-The Gneech :cool:

PS: On your recommendation, I tried the Cyril Bonfiglioli book; I found it to be a mixed bag. I really enjoyed his writing style, but really didn't want to read what he wanted to write about. This is a problem I've encountered many times, alas!

Col_Pladoh

Thursday, 18th May, 2006, 07:30 PM

Quote:

*Originally Posted by **ghul***

Hi Gary,

Are you wiffling me? I said Ilf and not Wylf! :p

*I'm using the Essentials boxed set, but I do also have *Legendary Rules*. Okay, so then Alfar are all Unordered avatars?... Back to the drawing board! ;) Love this system, BTW! Still think I want to make an Ilf enchanter of sorts.*

--Ghul

:heh:

Sorry, but somehow I read your **Ilf** as *Wylf*--probably because son Luke and others in my group have had outstanding Wylf Avatars. Of course Ilf Avatars must start with:

Hunt @ 60% of Precision

Stealth @ 50% of Precision

Weapons @ 70% of Precision

I usually encourage players taking Ilf Avatars to have Rustic as their 10% default Ability, if at that percentage it adding two points to Health Base Rating and affecting any Health-based Abilities.

As noted, Ilfs are not good candidates for Ordered Avatars.

Cheers,

Gary

Col_Pladoh

Thursday, 18th May, 2006, 07:37 PM

Quote:

Originally Posted by **The_Gneech**

Greetings, Gary! :) Your name has been invoked in the [What If D&D Had Come Out Before Lord of the Rings?](#) thread, so I was wondering if you'd like to opine on the subject. (As I said in the thread, my own theory is that there's so much pre-Tolkien pulp in D&D, that it wouldn't actually be that different, except possibly for the race selection.)

-The Gneech :cool:

PS: On your recommendation, I tried the Cyril Bonfiglioni book; I found it to be a mixed bag. I really enjoyed his writing style, but really didn't want to read what he wanted to write about. This is a problem I've encountered many times, alas!

I'll visit the thread and offer my opinion after I respond here, thanks :)

Sorry that you weren't taken with the Cyril Bonfiglioni book(s)--I assume you picked up the trilogy. They are rather campy, granted, but as I read mystery and spy fiction I didn't mind the subject matter. My patience is tried when reading books that have little action or suspense coupled with a banal or depressing theme.

Cheerio,

Gary

The_Gneech

Thursday, 18th May, 2006, 07:55 PM

Quote:

Originally Posted by **Col_Pladoh**

Sorry that you weren't taken with the Cyril Bonfiglioni book(s)--I assume you picked up the trilogy. They are rather campy, granted, but as I read mystery and spy fiction I didn't mind the subject matter. My patience is tried when reading books that have little action or suspense coupled with a banal or depressing theme.

I only read the first book (*Don't Point That Thing at Me*); it started out as a fun little caper and then wandered off into explicit torture and so forth. Being a rather dull PG-13 preferrer, 'twas not my cuppa, as they say. :)

-The Gneech :cool:

Col_Pladoh

Thursday, 18th May, 2006, 08:03 PM

Quote:

Originally Posted by **The_Gneech**

I only read the first book (*Don't Point That Thing at Me*); it started out as a fun little caper and then wandered off into explicit torture and so forth. Being a rather dull PG-13 preferrer, 'twas not my cuppa, as they say. :)

-The Gneech :cool:

Hmmm...

I don't recall the torture scene as being particularly graphic, nothing like what is referred to "horror fiction" these days but is more akin to bloody sadism. The passages were short and meaningful to the overall story and plot also. Maybe you should have kept on reading...

Cheers,

Gary

Gray Mouser

Thursday, 18th May, 2006, 08:07 PM

Quote:

Originally Posted by **Col_Pladoh**

Now spill the beans so that no one has to search the old zine copies to find out. Does the asterisk mean the devil was a jumper-up Pit Field?

:lol:
Gary

Heh, exactly!

And please post the issue number so I can see if I can locate a copy of the *Dragon* in question on ebay or the local Halfprice Books!

Gray Mouser

John Drake

Thursday, 18th May, 2006, 09:54 PM

Quote:

Originally Posted by **Col_Pladoh**

All I can suggest is if you do not regularly smoke cigars have your friend get you long, thin ones, not the big torpedoes such as Winston Churchill enjoyed.

I just recalled that my father used to smoke Cuban cigars with the Romeo y Julieta brand.

Cheers,
Gary

Cool, thank you very much for the info and the advice (yeah, I only smoke stogies once in awhile :)), and not a moment too soon, as my pal is getting ready to embark tonight! Thanks again!

Nathan P. Mahney

Saturday, 20th May, 2006, 10:40 AM

Hi Gary,

I've just been reading some old issues of The Dragon, and getting into the serialised novel The Gnome Cache, only to find that it disappears into the ether, unfinished! Assuming that you are the Garrison Ernst to which the tale is credited (who else could it be with such an idiosyncratic style?), what happened to the rest of the story? Why didn't it appear in The Dragon? How does it relate to Oerth - official or not? And, why were those giant toad riding folk chasing that dwarf? So many unanswered questions!

- Nathan P. Mahney -

Col_Pladoh

Saturday, 20th May, 2006, 05:30 PM

Quote:

Originally Posted by **Nathan P. Mahney**

Hi Gary,

I've just been reading some old issues of The Dragon, and getting into the serialised novel The Gnome Cache, only to find that it disappears into the ether, unfinished! Assuming that you are the Garrison Ernst to which the tale is credited (who else could it be with such an idiosyncratic style?), what happened to the rest of the story? Why didn't it appear in The Dragon? How does it relate to Oerth - official or not? And, why were those giant toad riding folk chasing that dwarf? So many unanswered questions!

- Nathan P. Mahney -

Howdy!

Garrison Ernst, a/k/a Ernst Grimbold here.

Tim Kask didn't like the story of the *Gnome Cache*, so he dropped it. No biggie as far as I was concerned. the yarn was only my second attempt at writing a novel, and I wasn't all that happy with what I had produced. The story was loosely based on the world of Greyhawk, but the adventures were not drawn from any actual play of D&D.

The giant toads are the steeds of the followers of Wastri, the Hopping Prophet, certainly of Oerth and the pantheon of the Flanaess.

As for the conclusion, I can not recall where I had the tale headed, and the ms. for the story is missing--possibly buried amongst stored documents here, otherwise truly lost.

Cheers,
Gary

Orius

Sunday, 21st May, 2006, 03:32 AM

Quote:

Originally Posted by **Col_Pladoh**

According to experts,. most of the computer games of fnatasy and like sort borrow at least something from the A/D&D game.

Well, I was specifically talking about the various games that were based in D&D game worlds, and emulated as much of the rules as possible (less in the earlier days, much closer to the book these days). Games from the original Pool of Radiance to the Baldur's Gate series (best D&D computer game ever, I might add), up to Neverwinter Nights. There've been a few here and there that have somewhat poorer reputations, but the great games overshadow them.

Certainly RPGs and MMOs do borrow lots of fundamental concepts from D&D though. Probably the most often used are Hit Points. Almost every game I've played has them in some form or other.

Gary Gygax Q&A: Part X

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Col_Pladoh

Sunday, 21st May, 2006, 03:22 PM

Hi Orius,

Can't quibbke with what you state above...although I suspect there are those who will not agree that the the Baldur's Gate series is the best ever ;)

Cheers,
Gary

tylerthehobo

Sunday, 21st May, 2006, 06:48 PM

All hail the return of Gord the Rogue

Hiya, Gary,

I just wanted to drop an "Attaboy!" your way, after reading the new Gord the Rogue story that was released with K.R. Bourgoine in the pages of the Dragon 30th Anniversary issue. Great stuff! I hope we'll be seeing more of our favorite rogue of Greyhawk? I think before the server crashed and we lost some of this thread you had commented that there was a potential for more stories, and also possibly an omnibus of the Gord books - that still sound plausible? (Or am I completely misremembering the thread? ;))

Col_Pladoh

Sunday, 21st May, 2006, 07:28 PM

Quote:

*Originally Posted by **tylerthehobo***

Hiya, Gary,

I just wanted to drop an "Attaboy!" your way, after reading the new Gord the Rogue story that was released with K.R. Bourgoine in the pages of the Dragon 30th Anniversary issue. Great stuff! I hope we'll be seeing more of our favorite rogue of Greyhawk? I think before the server crashed and we lost some of this thread you had commented that there was a potential for more stories, and also possibly an omnibus of the Gord books - that still sound plausible? (Or am I completely misremembering the thread? ;))

Good Afternoon:)

Thanks for the good words. Indeed. K.R. Bourgoine and I are going to discuss springboards for further Gord the Rogue short stories at the Lake Geneva Gaming Convention, 9 - 11 June. the next semi-planned tale is one where Chert joins Gord in his adventures.

Troll Lord Games is in process of readying to publish the seven Gorn novels in hardback. If a sufficient number of short stories are written hereafter, likely they'll be compiled with a few new ones and "At Moonset Blackcat Comes" to make an eighth volume.

Cheers,
Gary

haakon1

Sunday, 21st May, 2006, 10:45 PM

Quote:

*Originally Posted by **Orius***

Certainly RPGs and MMOs do borrow lots of fundamental concepts from D&D though. Probably the most often used are Hit Points. Almost every game I've played has them in some form or other.

Last night after our game we went out to dinner . . . one of my friends told me in the computer gaming magazine "Penny Arcade", they had a cartoon about a computer gamer telling his friend: "This new D&D Online is like totally stealing ideas from World of Warcraft Online. How can they get away with copying elves and dwarves and all?" :lol:

Contrarian

Monday, 22nd May, 2006, 05:42 AM

Quote:

*Originally Posted by **Gray Mouser***

That's what I thought, too. Upon closer inspection, however, I was unable to see any reference to such in the text.

You're remembering the "From the Sorcerer's Scroll" column in *Dragon* issue 75. The article's text is virtually identical to the MMII "Devils" section, but one paragraph (the one explaining who's a pit fiend and who's female) appears to have been dropped when it was put into MMII.

Dragon 75 also has Part 1 of Ed Greenwood's article about the Nine Hells. There's a lot of Hell in that issue. Made quite an impression on me back in the day. I set my first extraplanar adventure in the Nine Hells.

Crothian

Monday, 22nd May, 2006, 05:54 AM

Hello Gary, I hope things are still going well for you.

In the Hall of the Fire Giants King was there any particular reason for placing King Snurre near the beginning of the module? I'm running it for a group that had never played it before and they were caught by surprise at that and inquired about it. I figured the best answer is to go to the source. The giant series of modules is very good and even 25 years later it is a great experience to share with people. Thank you for that.

Col_Pladoh

Monday, 22nd May, 2006, 03:17 PM

Quote:

*Originally Posted by **haakon1***

Last night after our game we went out to dinner . . . one of my friends told me in the computer gaming magazine "Penny Arcade", they had a cartoon about a computer gamer telling his friend: "This new D&D Online is like totally stealing ideas from World of Warcraft Online. How can they get away with copying elves and dwarves and all?" :lol:

:lol:

I had a young female editor from a major NY publisher that was on the same panel as I at a con ask me how I could steal dwarves from Tolkien. I said:

"Young lady, I'll have you know that I stole my dwarves from the same source the professor did, Norse mythology!"

Tha audience laughed heartily, and she was basically silent thereafter.

Cheers,
Gary

Col_Pladoh

Monday, 22nd May, 2006, 03:23 PM

Quote:

*Originally Posted by **Crothian***

Hello Gary, I hope things are still going well for you.

In the Hall of the Fire Giants King was there any particular reason for placing King Snurre near the beginning of the module? I'm running it for a group that had never played it before and they were caught by surprise at that and inquired about it. I figured the best answer is to go to the source. The giant series of modules is very good and even 25 years later it is a great experience to share with people. Thank you for that.

It has been almost 30 years since I wrote that adventure, but...

Thinking back I most likely did it so as to offer a really major challenge to the adventuring party early on. While I didn't mention it, when I DMed the scenario I had King Snurre move to another area and set up an ambush with his flunkies when the PCs returned loaded for bear to get him. I recall Jim Ward's PC used a magic jar spell to take over the queen, and the party were most eager to get poor little Obmi :lol:

Cheers,
Gary

Gray Mouser

Monday, 22nd May, 2006, 08:20 PM

Quote:

*Originally Posted by **Contrarian***

*You're remembering the "From the Sorcerer's Scroll" column in *Dragon* issue 75. The article's text is virtually identical to the MMII "Devils" section, but one paragraph (the one explaining who's a pit fiend and who's female) appears to have been dropped when it was put into MMII.*

Ah, thanks. I *knew* I had seen something explaining that somewhere. Now I'll have to see if I have issue 75 lurking about anywhere.

Quote:

Dragon 75 also has Part 1 of Ed Greenwood's article about the Nine Hells. There's a lot of Hell in that issue. Made quite an impression on me back in the day. I set my first extraplanar adventure in the Nine Hells.

Hmm, I'm not a huge Ed Greenwood fan, but this sounds interesting. My campaign involves a conflict between followers of Dispaten and a religious order the PC Cleric and Paladin belong to. I certainly wouldn't mind having a peek at someone's idea of the city of Dis in case I ever need it (beside Dante's, of course).

Gray Mouser

John Drake

Wednesday, 24th May, 2006, 11:08 PM

Hello Gary!

How are things? Very well I hope. Gary, I was just wondering, do you have any plans in the foreseeable future of perhaps visiting up here in Toronto? Personally, I do know there is a big sci fi con at the convention centre here in downtown, which of course attracts a lot of gamers. Thanks so much Gary. Ciao!

Col_Pladoh

Wednesday, 24th May, 2006, 11:14 PM

Quote:

*Originally Posted by **John Drake***

Hello Gary!

How are things? Very well I hope. Gary, I was just wondering, do you have any plans in the foreseeable future of perhaps visiting up here in Toronto? Personally, I do know there is a big sci fi con at the convention centre here in downtown, which of course attracts a lot of gamers. Thanks so much Gary. Ciao!

Howdy John,

I was a GoH at the Toronto event last August...

The only con I plan on attending this year if the Lake Geneva Gaming convention about five or six blocks from my house :lol:

Cheers,
Gary

MerricB

Thursday, 25th May, 2006, 01:26 AM

Quote:

*Originally Posted by **Col_Pladoh***

It has been almost 30 years since I wrote that adventure, but...

Thinking back I most likely did it so as to offer a really major challenge to the adventuring party early on. While I didn't mention it, when I DMed the scenario I had King Snurre move to another area and set up an ambush with his flunkies when the PCs returned loaded for bear to get him. I recall Jim Ward's PC used a magic jar spell to take over the queen, and the party were not eager to get poor little Obmi :lol:

G'day, Gary!

Poor little Obmi? Yep - you're definitely a DM. :)

By that stage, was Obmi a recurring villain for your players? I seem to remember you writing in Dragon magazine that Obmi had turned up before with some unusual (and frustrating) device.

Cheers!

Col_Pladoh

Thursday, 25th May, 2006, 03:46 PM

Quote:

*Originally Posted by **MerricB***

G'day, Gary!

Poor little Obmi? Yep - you're definitely a DM. :)

By that stage, was Obmi a recurring villain for your players? I seem to remember you writing in Dragon magazine that Obmi had turned up before with some unusual (and frustrating) device.

Cheers!

Heh...

Well, yes! Obmi originally was encountered in the dungeons of Greyhawk Castle. He will appear in the *Castle Zagyg* module series. Obmi appeared with one KEEK, an evil elf, in the Gord the Rogue series...and son Luke unknowingly played out one of the novels' scenes, just as I had envisioned it :D

Cheers,
Gary

John Drake

Thursday, 25th May, 2006, 05:23 PM

Thanks Gary! Too bad for me I guess! If not for weddings and such, I'd be there in a shot. Pretty sweet for you though (and the people at the con!) Anyway, maybe next year I'll be able to make it to LG. Here's hoping!

KRBourgoine

Thursday, 25th May, 2006, 06:34 PM

Gary,

What are your thoughts on the final published version of "The Return of Gord"?

:D

KRBourgoine

dagiz

Thursday, 25th May, 2006, 07:08 PM

Gary -

Wanted to say thanks for writing another Gord story - those books and novels were the first ones that I ever really read and what my dad used to get me to read. I still have them on my book shelves (my wife wishes I didn't). So thanks for the novels!

anyways, I was curious to see how you balanced out realism vs. fun, making sure that there was a degree of believability without it getting too tedious?

Thanks!

Col_Pladoh

Thursday, 25th May, 2006, 07:12 PM

Quote:

*Originally Posted by **John Drake***

Thanks Gary! Too bad for me I guess! If not for weddings and such, I'd be there in a shot. Pretty sweet for you though (and the people at the con!) Anyway, maybe next year I'll be able to make it to LG. Here's hoping!

Funny you should mention weddings. My daughter Elise is getting married on the Saturday of the LGGC, so I'll be basent for about two hours thta day :eek:

Cheers,
Gary

Col_Pladoh

Thursday, 25th May, 2006, 07:15 PM

Quote:

*Originally Posted by **KRBourgoine***

Gary,

What are your thoughts on the final published version of "The Return of Gord"?

:D

KRBourgoine

Howdy Pard!

The editing of the story was about average in terms of destruction...nowhere near as bad as what Mongoose did to what Creffield and I wrote for them. The positive side is that the yarn can eventually be published in generally uncut form.

Cheers,
Gary

Col_Pladoh

Thursday, 25th May, 2006, 07:21 PM

Quote:

*Originally Posted by **dagiz***

Gary -

Wanted to say thanks for writing another Gord story - those books and novels were the first ones that I ever really read and what my dad used to get me to read. I still have them on my book shelves (my wife wishes I didn't). So thanks for the novels!

anyways, I was curious to see how you balanced out realism vs. fun, making sure that there was a degree of believability without it getting too tedious?

Thanks!

You need to thank Bourgoine for the latest Gord tale. He was the one that encouraged its creation and took the lead.

As for crafting a yarn, that's a good deal akin to GMing an adventure for a group of players. If you know your genre and its parameters, then the task is one that is a matter of common sense. Adventure, excitement, and danger are usually more important than actual verisimilitude in short stories. In novel-length tales all that and a good deal of character development should be developed.

Cheers,
Gary

John Drake

Thursday, 25th May, 2006, 07:30 PM

Hey there Gary

These are some pretty standard questions I suppose, and no doubt have been asked this before, but I have not been fortunate enough to have heard the answer. So, apologies for the repeat of query :) What I was wondering was:

From a player's perspective, what is your favourite AD&D character class? If you do have one, for what reason is it your favourite?

I do realise you have doubtlessly DMed countless games, but bearing that in mind, do you have a particular type of plot/story that you enjoy creating/running the most? (eg mystery, espionage, hack'n slash)

Which have you tended to do more of: play or DM/GM? Which do you prefer?

Thanks Gary, for taking the time to consider these wacky questions of a fan. Thanks! :lol:

Col_Pladoh

Thursday, 25th May, 2006, 08:53 PM

Quote:

*Originally Posted by **John Drake****Hey there Gary**These are some pretty standard questions I suppose, and no doubt have been asked this before, but I have not been fortunate enough to have heard the answer. So, apologies for the repeat of query :) What I was wondering was:**From a player's perspective, what is your favourite AD&D character class? If you do have one, for what reason is it your favourite?*

Howdy,

I usually play a magic-user, fighter, or a multi-classed demi-human--such as an illusionist thief--when I play OAD&D. I don't mind playing a cleric, druid, or ranger though. It is just that I began RPGing when class choices were more limited, so most of my established PCs are fighters, or magic-users. When I am tired, I always opt for a fighter, when feeling full of vinegar I prefer a mage.

Quote:

I do realise you have doubtlessly DMed countless games, but bearing that in mind, do you have a particular type of plot/story that you enjoy creating/running the most? (eg mystery, espionage, hack'n slash)

No special favorite plots or stories, just something that has adventure, exploration, mystery, and problem solving in addition to the action.

Quote:

*Which have you tended to do more of: play or DM/GM? Which do you prefer?**Thanks Gary, for taking the time to consider these wacky questions of a fan. Thanks! :lol:*

Since sometime around 1975 I increasingly served as GM. That holds true today when I seldom get to participate in another role. Thus I now prefer having a player's role to that of a GM's. Otherwise, I enjoy both aspects of the RPG, but to be a good GM one must sometimes be on the other side of the proverbial screen ;)

Cheers,
Gary

John Drake

Friday, 26th May, 2006, 02:44 PM

Thanks for the answers Gary, as I have always been curious about that stuff. Genuinely appreciated! :D Ciao!

Zudrak

Friday, 26th May, 2006, 02:54 PM

Quote:

*Originally Posted by **haakon1****...I think "never role-play alone" is up there with "never drink alone", for avoiding addictions.*

ESPECIALLY at the gaming table. People in vans take you away for stuff like that. :uhoh: :D

Zudrak

Friday, 26th May, 2006, 04:35 PM

Gary,

Obmi has to be my favorite NPC ever. In the 80's, he drove the PC's bonkers (<-- it was the 80's!). When we resumed gaming c. 2000, I brought him out in an old castle/dungeon of my making and once again was my favorite weapon at my DM disposal.

In this dungeon, he was working at a bench when he was approached, feigning to be slaving away. Strangely, nearby was a sliding glass door which looked out to a forest. He stabbed the fighter as they were talking and fled out the glass door. The party of four pursued him, not knowing they were running into "The Repeating Forest", which would repeat itself every 200'. Thus he doubled back on them using its repeating feature and escaped via the sliding door.

My wife will still mention him from time to time whenever we discuss gaming. Bravo on such a great character that really knows how to get under the PCs' collective skin. :]

John Drake

Friday, 26th May, 2006, 05:02 PM

Hiya Gary!

So, I'm online and I figure I'll check out Amazon to see what Jack Vance novels they got and maybe I'll pick up a few (I asked you awhile ago about his works influence on the magic system in AD&D, before the site crash or whatever happened here on EN World) and wow, the choice was quite large, to say the least. I was wondering, do you have any recommendations or launch points for someone just starting to read Vance's work? As always, thanks for your time and consideration. Ciao!

Col_Pladoh

Friday, 26th May, 2006, 05:05 PM

Quote:

*Originally Posted by **Zudrak***

Gary,

Obmi has to be my favorite NPC ever. In the 80's, he drove the PC's bonkers (<-- it was the 80's!). When we resumed gaming c. 2000, I brought him out in an old castle/dungeon of my making and once again was my favorite weapon at my DM disposal.

In this dungeon, he was working at a bench when he was approached, feigning to be slaving away. Strangely, nearby was a sliding glass door which looked out to a forest. He stabbed the fighter as they were talking and fled out the glass door. The party of four pursued him, not knowing they were running into "The Repeating Forest", which would repeat itself every 200'. Thus he doubled back on them using its repeating feature and escaped via the sliding door.

My wife will still mention him from time to time whenever we discuss gaming. Bravo on such a great character that really knows how to get under the PCs' collective skin. :]

:lol:

That is much how I regarded the cherished Obmi as the DM, how my players felt about the hated dwarf. Worse still...

Son Ernie had Obmi in his campaign, and who should I be playing but Zigby, my dwarf fighter. How I wanted to catch and trash that vile, filthy, fleeing runt after he popped my PC with a dwarven throwing hammer. Irritatingly, I could not find him in the maze he used to make good his escape :]

:eek:

Gary

Zudrak

Friday, 26th May, 2006, 07:07 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

That is much how I regarded the cherished Obmi as the DM, how my players felt about the hated dwarf. Worse still...

Son Ernie had Obmi in his campaign, and who should I be playing but Zigby, my dwarf fighter. How I wanted to catch and trash that vile, filthy, fleeing runt after he popped my PC with a dwarven throwing hammer. Irritatingly, I could not find him in the maze he used to make good his escape :]

:eek:

Gary

Haha! The grig and pixies the party encountered in the aforementioned forest delayed them whilst hunting Obmi. Needless to say, the dwarf (my brother) and elf (my wife) dancing together while the cleric and halfling thief laughed made for a most entertaining session for me. Racial unity, all with a fiddle and a spell!

Nathan P. Mahney

Saturday, 27th May, 2006, 02:00 AM

So did anyone ever actually catch Obmi and gain vengeance, or is he still out there somewhere?

haakon1

Saturday, 27th May, 2006, 10:08 AM

Quote:

*Originally Posted by **John Drake***

Too bad for me I guess! If not for weddings and such, I'd be there in a shot.

Nod, me too. June 2008, that I might be able to make it for. :)

Col_Pladoh

Saturday, 27th May, 2006, 03:53 PM

Quote:

Originally Posted by **Nathan P. Mahney**

So did anyone ever actually catch Obmi and gain vengeance, or is he still out there somewhere?

:eek:

Obmi got caught in the *Hall of the Fire Giant King*, laid low, but of course I had his remains recovered by a hidden henchman, a wish used to restore life to the valiant fighter against PC tyranny and deprivations. :lol: Thta is how I could have him appear in the Gord series without a qualm. His fate therein is another matter, but assuredly there is a parallel world Obmi around to assist the malign...I mean *magnificent* opposition.

Cheers,
Gary

Nathan P. Mahney

Sunday, 28th May, 2006, 05:27 AM

Ah, there's nothing like bringing a most-hated (by the PCs, anyway!) NPC back to life after your players have done him in. Gets the old hatred flowing, and makes normally level-headed and cagey players really easy to lure into the simplest of traps!

Col_Pladoh

Sunday, 28th May, 2006, 03:29 PM

Quote:

Originally Posted by **Nathan P. Mahney**

Ah, there's nothing like bringing a most-hated (by the PCs, anyway!) NPC back to life after your players have done him in. Gets the old hatred flowing, and makes normally level-headed and cagey players really easy to lure into the simplest of traps!

How true...

...and how straight-forwardly devious :lol:

Cheers,
Gary

zakon

Sunday, 28th May, 2006, 03:51 PM

Hmm...what to ask...

Did you ever plan to have "specialized" classes like the assassin or acrobat, or did they just crop up?

Also, why did you cap the levels on every race except human?

Col_Pladoh

Sunday, 28th May, 2006, 04:05 PM

Quote:

Originally Posted by **zakon**

Hmm...what to ask...

Did you ever plan to have "specialized" classes like the assassin or acrobat, or did they just crop up?

Also, why did you cap the levels on every race except human?

Howdy!

The assassin is an archetype, not any more specialized than most of the other classes. The thief-acrobat was an attempt to make the nimble swashbuckler of many a motion picture the same. So to the point, I did indeed plan those types of characters.

Your statement regarding level limits is not wholly correct. There is usually no level limit on non-human thief class characters. As the fantasy worlds for RPGs are ruled by humans, not other races, of course humans must be superior. Campaign worlds are humanocentric because all GMs are human, of course, and actually developing a milieu in which some other race was predominant is a poser, a creative task I would not care to undertake, as it would necessarily take decades, if it could be properly depicted at all, IMO.

Cheers,
Gary

Nathan P. Mahney

Sunday, 28th May, 2006, 08:51 PM

Hey Gary,

I was wondering about the various named spells (Mordenkainen's Faithful Hound, the Bigby's Hand spells, etc.). Were these spells that were actually researched by the respective characters during the course of play, or did you just assign them to the characters on a whim?

Quote:

Originally Posted by **Nathan P. Mahney**

Hey Gary,

I was wondering about the various named spells (Mordenkainen's Faithful Hound, the Bigby's Hand spells, etc.). Were these spells that were actually researched by the respective characters during the course of play, or did you just assign them to the characters on a whim?

Heh...

Rather a moot question. As the author of the AD&D game, the arbiter of the Greyhawk campaign from which much in the underlying game sprang, and the player whose PCs they were, or for whom some of the name spells PCs I was DM of, you are essentially asking what hat I was wearing. All of that came from one source :lol:

Indeed, Mordenkainen has a few magic items that are non-suches, as do some of the old Greyhawk PCs of other persons.

Cheers,
Gary

zakon

Monday, 29th May, 2006, 01:26 AM

Why was Rary called Rary the Traitor? I remeber reading something that referred to him as that. On a similar note, do you know of anywhere on the 'net or some other place I could get a hold of what went on in those games? From what I've pieced together, it seems like a very...interesting game (Trail of displacer cloak rags and elven tears, Lol)

Barak

Monday, 29th May, 2006, 02:38 AM

Quote:

Originally Posted by **Col_Pladoh**

:lol:

I had a young female editor from a major NY publisher that was on the same panel as I at a con ask me how I could steal dwarves from Tolkien. I said:

"Young lady, I'll have you know that I stole my dwarves from the same source the professor did, Norse mythology!"

Tha audience laughed heartily, and she was basically silent thereafter.

Cheers,
Gary

Heh. While still dumb, she would have been better off asking why halflings were so close to hobbits.

Nathan P. Mahney

Monday, 29th May, 2006, 03:38 AM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

Rather a moot question. As the author of the AD&D game, the arbiter of the Greyhawk campaign from which much in the underlying game sprang, and the player whose PCs they were, or for whom some of the name spells PCs I was DM of, you are essentially asking what hat I was wearing. All of that came from one source :lol:

Well, yeah, I realise it wasn't the most interesting question in the world! Just wondering if these were things that came about through actual play - more tidbits about the original Greyhawk campaign are always welcome!

Nellisir

Monday, 29th May, 2006, 05:26 AM

Quote:

Originally Posted by **zakon**

Why was Rary called Rary the Traitor? I remeber reading something that referred to him as that. On a similar note, do you know of anywhere on the 'net or some other place I could get a hold of what went on in those games? From what I've pieced together, it seems like a very...interesting game (Trail of displacer cloak rags and elven tears, Lol)

"Rary the Traitor" was the title of a gazetteer module detailing the Bright Desert, part of TSR's "From The Ashes" (FtA) Greyhawk line. In FtA, Rary had betrayed the Circle of Eight and slain...Tenser and Otto, I believe, and their clones. Tenser later recovered; Otto did not.

All times are GMT +1. The time now is 03:52 PM.

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Gary Gygax Q&A: Part X

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Nellisir

Monday, 29th May, 2006, 05:29 AM

Here's a question for Gary (or if it's been asked, anyone who can point me to the answer):

What light can you shed on the origins, sources, and inspiration of the Suel pantheon in Greyhawk, particularly Wee Jas? I've heard the name is a play on Ouiji, or "oui"-ja", but nothing beyond that.

Thanks,
Nell.

haakon1

Monday, 29th May, 2006, 09:07 AM

Quote:

Originally Posted by **Nellisir**

part of TSR's "From The Ashes" (FtA) Greyhawk line. In FtA, Rary had betrayed the Circle of Eight and slain...Tenser and Otto, I believe, and their clones. Tenser later recovered; Otto did not.

None of which is THAT terrible, but in general FTA is a rotten as a week old fish in August. And that's about the kindest thing you'll ever hear me say about it. :]

Rant mode, activated . . .

Basically, Gary and crew wrote a great setting based on their personal campaign in Lake Geneva, WI . . . suits kicked out Gary and took over TSR, and produced said setting, which was based on poor-mans Risk-type game set on the Greyhawk map called "Greyhawk Wars". "Wars" took pretty much the names of countries and alignments, but not a decent read through of the original WOG material . . .

For some reason, a play through of the "Wars" game was used as the basis for the FTA setting, which is all about a war between good and evil, and evil forces romping around smiting countries in such a way that some pretty cool parts of the map are officially "gone" and replaced by vague no-mans-lands which are useless for adventuring (nothing to save, and nobody can really go there).

It was k-rad kewl to mess up Gary's setting . . . the best illustration of this is the cover illustrations of the respective editions.

WOG: Knights riding out from a castle. Implying PC's on a noble quest, related to a medieval land of some type.

FTA: Undead riding skeleton horses, riding away from a burning castle. Kewl! PC's no longer matter. Certainly, the possibility of the PC's having won the big Against the Giants supermodule was never ever considered -- the setting just says the PC's must have failed, because the giants conquered everything they wanted.

Rant mode, deactivated . . .

The new management is better, but unfortunately, they did not burn the FTAness from Greyhawk. The stink lingers in parts of the setting still. :(

Col_Pladoh

Monday, 29th May, 2006, 03:36 PM

Quote:

Originally Posted by **zakon**

Why was Rary called Rary the Traitor? I remeber reading something that referred to him as that. On a similar note, do you know of anywhere on the 'net or some other place I could get a hold of what went on in those games? From what I've pieced together, it seems like a very...interesting game (Trail of displacer cloak rags and elven tears, Lol)

Well...

As a matter of fact I have no solid idea as to why Rary was even mentioned by TSR. That PC was one that Brian Blume created early in the D&D cycle, a magic-user that Brian wanted to work up to 3rd level so as to introduce him as "Medium Rary." :confused: When he gained that level Brian quit playing that PC, pretty much dropped out of regularly playing D&D in fact.

To get a knowledgeable answer you'll have to seek out the ones responsible for the make-up PC and why they named him thus.

Cheers,
Gary

Col_Pladoh

Monday, 29th May, 2006, 03:40 PM

Quote:

Originally Posted by **Barak**

Heh. While still dumb, she would have been better off asking why halflings were so close to hobbits.

Ain't that the truth :lol:

Of course I purposely made them that was so as to annoy the Elan Merchandising folks--Hairfoots, Stouts, and Tallfellows... :uhoh:

Cheers,
Gary

John Drake

Monday, 29th May, 2006, 04:36 PM

Hi Gary, I was wondering, what prompted you to name the Greyhawk campaign Greyhawk? Does it have any particular significance or did it just sound "right" to you at the time? Also, is the Blackmoor presented therein the same as Arneson's (as I recall it was a supplement for OD&D) or just a coincidence, or something else altogether? Thanks for your time Gary. As always, much appreciated! :)

Col_Pladoh

Monday, 29th May, 2006, 04:50 PM

Quote:

Originally Posted by **John Drake**

Hi Gary, I was wondering, what prompted you to name the Greyhawk campaign Greyhawk? Does it have any particular significance or did it just sound "right" to you at the time? Also, is the Blackmoor presented therein the same as Arneson's (as I recall it was a supplement for OD&D) or just a coincidence, or something else altogether? Thanks for your time Gary. As always, much appreciated! :)

A lot of far-ranging questions there... :eek:

I settled on Greyhawk because I happened to admire Chief Blackhawk of the Sac & Fox Indians that inhabited and fought the settlers in this area. As hawking was a much beloved medieval hunting form I did indeed consider the name as fitting.

The Blackmoor on the Oerick maps is certainly not the same as Dave Arneson's campaign setting. I liked its ring, so put it onto the map as I was making up names for the various states.

The *Blackmoor* supplement to OD&D was indeed done by Dave Arneson, editorially developed by Tim Kask. Before it was Greyhawk, after it came *Eldritch Wizardry*.

Cheers,
Gary

John Drake

Monday, 29th May, 2006, 09:20 PM

Thanks Gary, for the most speediest of replies! Always wondered about that stuff.... :D

Nathan P. Mahney

Tuesday, 30th May, 2006, 04:09 AM

So why Greyhawk, and not Grayhawk? Why the unpatriotic support of spelling from across the pond?

airwalkrr

Tuesday, 30th May, 2006, 12:10 PM

Quote:

Originally Posted by **Col_Pladoh**

Heh...

Well, yes! Obmi originally was encountered in the dungeons of Greyhawk Castle. He will appear in the Castle Zagyg module series. Obmi appeared with one KEEK, an evil elf, in the Gord the Rogue series...and son Luke unknowingly played out one of the novels' scenes, just as I had envisioned it :D

Cheers,
Gary

Speaking as the author of Keak's converted statistics for the Living Greyhawk campaign, I am quite interested to hear you mention him as he is one of my favorite GH villains. This actually brings up a fairly silly question however which several of my friends and I have debated. Was it intended to be pronounced "keek" or "kee-ack?"

Obmi is also one of my favorites. Thanks for inventing such lively (and deliciously evil) characters! You might be happy to hear that the names of both still strike terror and hatred in the heart of hundreds of LG players.

John Drake

Tuesday, 30th May, 2006, 03:06 PM

Quote:

Originally Posted by **Nathan P. Mahney**

So why Greyhawk, and not Grayhawk? Why the unpatriotic support of spelling from across the pond?

Because as unpatriotic as you may think it is, it's the **right** way! :p

Col_Pladoh

Tuesday, 30th May, 2006, 04:11 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

So why Greyhawk, and not Grayhawk? Why the unpatriotic support of spelling from across the pond?

Why not be different? :p

Actually, it just seemed better to spell it that way at the time... :D

Cheers,
Gary

Col_Pladoh

Tuesday, 30th May, 2006, 04:17 PM

Quote:

*Originally Posted by **airwalkrr***

Speaking as the author of Keak's converted statistics for the Living Greyhawk campaign, I am quite interested to hear you mention him as he is one of my favorite GH villains. This actually brings up a fairly silly question however which several of my friends and I have debated. Was it intended to be pronounced "keek" or "kee-ack?"

Obmi is also one of my favorites. Thanks for inventing such lively (and deliciously evil) characters! You might be happy to hear that the names of both still strike terror and hatred in the heart of hundreds of LG players.

Salut!

My pleasure to have struck a chord with Obmi and Keak.

As "keak" means to to cackle, it is pronounced as a single syllable, keek.

Finally, considering the number of persons that read the Gord novel in which they appear, the number of G# modules sold and re-sold, I do believe somethink like hundredsof thousands have been introduced tio those villains and despised them :eek:

Cheers,
Gary

Nathan P. Mahney

Tuesday, 30th May, 2006, 04:18 PM

Quote:

*Originally Posted by **John Drake***

*Because as unpatriotic as you may think it is, it's the **right** way! :p*

Hey, I agree - check my location, we in Australia follow our British masters in all forms of spelling. I like Greyhawk with the e, personally - English spelling tends to look more authentically medieval to my eyes (as much as I realise it isn't). Which is why seeing things like Armor Class in the rules always bugs me - should be Armour all the way!

Col_Pladoh

Tuesday, 30th May, 2006, 04:22 PM

Quote:

*Originally Posted by **John Drake***

*Because as unpatriotic as you may think it is, it's the **right** way! :p*

Ahem!

As a descendant or Noah Webster on my maternal, maternal side of the family I must object to that baseless assertion. Curb such statements, as the question of proper spelling is in the gray area. I do believe America English has a larger number of speakers than any other form, ay?

:lol:
Gary

Col_Pladoh

Tuesday, 30th May, 2006, 04:24 PM

Welcome to my parlour,
Said the spydre to the flye.

:confused:
Gary

ghul

Tuesday, 30th May, 2006, 05:04 PM

Quote:

*Originally Posted by **Col_Pladoh***

*Welcome to my parlour,
Said the spydre to the flye.*

:confused:
Gary

Mr. Gygax, you are indeed a cunning linguist, pond sides be damned!

--Ghul
:P

Col_Pladoh

Tuesday, 30th May, 2006, 05:19 PM

Quote:

*Originally Posted by **ghul***

Mr. Gygax, you are indeed a cunning linguist, pond sides be damned!

--Ghul
:P

Heh...

Fact is I have a good deal of respect for England and its peoples, British history and tradition. Winston Churchill prevented the loss of WWII back in May 1940 by refusing to negotiate with the Nazis as some in the UK wished, the French did in fact.

Cheers,
Gary

Henry

Tuesday, 30th May, 2006, 06:08 PM

Quote:

*Originally Posted by **Nellisir***

Here's a question for Gary (or if it's been asked, anyone who can point me to the answer):

What light can you shed on the origins, sources, and inspiration of the Suel pantheon in Greyhawk, particularly Wee Jas? I've heard the name is a play on Ouiji, or "oui"-ja, but nothing beyond that.

*Thanks,
Nell.*

ING (I'm not Gary), but I've instead heard that "Wee Jas" is a (Gaelic?) way of saying "little Janice," rather than the "ouija" story. Only Gary can answer with certainty. :)

Col_Pladoh

Tuesday, 30th May, 2006, 07:13 PM

Quote:

*Originally Posted by **Henry***

ING (I'm not Gary), but I've instead heard that "Wee Jas" is a (Gaelic?) way of saying "little Janice," rather than the "ouija" story. Only Gary can answer with certainty. :)

Missed the original post, Henry,

Actually many of the Suel, Wee Jas included, were the creation of Len Lakofka, so that is chap to query :cool:

Cheers,
Gary

John Drake

Tuesday, 30th May, 2006, 08:23 PM

Quote:

Originally Posted by **Col_Pladoh**

Ahem!

As a descendant of Noah Webster on my maternal, maternal side of the family I must object to that baseless assertion. Curb such statements, as the question of proper spelling is in the gray area. I do believe America English has a larger number of speakers than any other form, ay?

:lol:

Gary

Ah, sorry Gary and Nathan P. Mahney, :o I was just joking around! I thought the goofy little face at the end of my statement cleared that up :\. No harm or offense was intended, I apologise profusely to any who were directly or indirectly hurt by my post.

ColonelHardisson

Tuesday, 30th May, 2006, 08:32 PM

Quote:

*Originally Posted by **Col_Pladoh****As "keak" means to to cackle, it is pronounced as a single syllable, keek.*

I'll take this occasion to once again flog a book you recommended yourself, Gary - Poplollies and Bellibones. I consider it now to be the "Rosetta Stone" of Gygaxian writing. Words like "keak," "fonkin," and "hoddypeak" are defined and used in sentences in this nice little book. I've noticed Barnes & Noble selling it in their discount sections lately, so anyone who doesn't have it yet may still have the chance to avail themselves of it.

Col_Pladoh

Tuesday, 30th May, 2006, 09:14 PM

Quote:

*Originally Posted by **John Drake****Ah, sorry Gary and Nathan P. Mahney, :o I was just joking around! I thought the goofy little face at the end of my statement cleared that up :). No harm or offense was intended, I apologise profusely to any who were directly or indirectly hurt by my post.*

:eek:

And my :lol: before signing off didn't tip my hand, show that I was just being silly?

Cheers,
Gary

Col_Pladoh

Tuesday, 30th May, 2006, 09:16 PM

Quote:

*Originally Posted by **ColonelHardisson****I'll take this occasion to once again flog a book you recommended yourself, Gary - Poplollies and Bellibones. I consider it now to be the "Rosetta Stone" of Gygaxian writing. Words like "keak," "fonkin," and "hoddypeak" are defined and used in sentences in this nice little book. I've noticed Barnes & Noble selling it in their discount sections lately, so anyone who doesn't have it yet may still have the chance to avail themselves of it.*

Right-O Colonel!

It is a fine little book filled with many interesting lost words :D

Cheers,
Gary

John Drake

Tuesday, 30th May, 2006, 10:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

:eek:

*And my :lol: before signing off didn't tip my hand, show that I was just being silly?*Cheers,
Gary

LoL, I didn't notice it til it was too late :D ! Ah well, as long as we're all clear! :)

Col_Pladoh

Tuesday, 30th May, 2006, 10:40 PM

Quote:

*Originally Posted by **John Drake****LoL, I didn't notice it til it was too late :D ! Ah well, as long as we're all clear! :)*

Sure thing!

About the only part of gaming that I take seriously is the fun to be had :cool:

Cheers,
Gary

Col_Pladoh

Tuesday, 30th May, 2006, 11:45 PM

this in from Len Lakofka by an email message to me:

"Weejas is phonetically like the Parker Brother game ojas or however you spell it. It has nothing to do with any existing language."

there you have it.

Cheers,
Gary

Zudrak

Wednesday, 31st May, 2006, 07:29 PM

Quote:

*Originally Posted by **ColonelHardisson***

I'll take this occasion to once again flog a book you recommended yourself, Gary - Poplollies and Bellibones. I consider it now to be the "Rosetta Stone" of Gygaxian writing. Words like "keak," "fonkin," and "hoddypeak" are defined and used in sentences in this nice little book. I've noticed Barnes & Noble selling it in their discount sections lately, so anyone who doesn't have it yet may still have the chance to avail themselves of it.

Indeed! I purchased this book myself recently (January or February) and it is a great book. Anyone saying otherwise should be hit with a flatchet or fleshspades (if wielded by a monk!). :)

Gentlegamer

Wednesday, 31st May, 2006, 07:52 PM

Quote:

*Originally Posted by **haakon1***

None of which is THAT terrible, but in general FTA is a rotten as a week old fish in August. And that's about the kindest thing you'll ever hear me say about it. :]

Rant mode, activated . . .

Basically, Gary and crew wrote a great setting based on their personal campaign in Lake Geneva, WI . . . suits kicked out Gary and took over TSR, and produced said setting, which was based on poor-mans Risk-type game set on the Greyhawk map called "Greyhawk Wars". "Wars" took pretty much the names of countries and alignments, but not a decent read through of the original WOG material . . .

For some reason, a play through of the "Wars" game was used as the basis for the FTA setting, which is all about a war between good and evil, and evil forces romping around smiting countries in such a way that some pretty cool parts of the map are officially "gone" and replaced by vague no-mans-lands which are useless for adventuring (nothing to save, and nobody can really go there).

It was k-rad kewl to mess up Gary's setting . . . the best illustration of this is the cover illustrations of the respective editions.

WOG: Knights riding out from a castle. Implying PC's on a noble quest, related to a medieval land of some type.

FTA: Undead riding skeleton horses, riding away from a burning castle. Kewl! PC's no longer matter. Certainly, the possibility of the PCs having won the big Against the Giants supermodule was never ever considered -- the setting just says the PC's must have failed, because the giants conquered everything they wanted.

Rant mode, deactivated . . .

The new management is better, but unfortunately, they did not burn the FTAness from Greyhawk. The stink lingers in parts of the setting still. :(

As I've remarked before, I must be the only person who like FTA. It lead to a lot of adventuring possibilities, particularly with luz's empire across the north Flanaesses, Rary setting up shop in the Bright Desert with Robilar, and the insanity of the remnants of the Great Kingdom threatening all.

Using material drawn from FTA, I had King Belvor of Furyondy and the Archcleric of Veluna declare a crusade against luz the Evil. The Crusade Campaign included political manueverings to persuade Keoland and Nyronnd to join the war, as well as a quest for the Crook of Rao.

Nellisir

Wednesday, 31st May, 2006, 07:56 PM

Quote:

*Originally Posted by **Gentlegamer***

As I've remarked before, I must be the only person who like FTA.

I quite like FTA, but I didn't think this is the place to get into it. Rather like walking into an Apple store and extolling the virtues of a PC.

My intent was solely to answer the question asked, not debate its value.

Col_Pladoh

Wednesday, 31st May, 2006, 08:01 PM

:mad:

It seems to me that someone misspelled "Asses"...put an h in it :p

:lol: Gary

JustaPlayer

Wednesday, 31st May, 2006, 08:12 PM

Quote:

*Originally Posted by **zakon***

Why was Rary called Rary the Traitor? I remember reading something that referred to him as that. On a similar note, do you know of anywhere on the 'net or some other place I could get a hold of what went on in those games? From what I've pieced together, it seems like a very...interesting game (Trail of displacer cloak rags and elven tears, Lol)

I can take a stab at this if you would like. Late in Greyhawk way after Gary left the company, Rary who was at the time part of the Circle of Eight. He ended up betraying the circle and killing a number of its member who have since then been replaced.

Col_Pladoh

Wednesday, 31st May, 2006, 08:23 PM

Quote:

*Originally Posted by **JustaPlayer***

I can take a stab at this if you would like. Late in Greyhawk way after Gary left the company, Rary who was at the time part of the Circle of Eight. He ended up betraying the circle and killing a number of its member who have since then been replaced.

Of course there was never a Rary in the actual Circle of Eight as I created it ;)

Cheers,
Gary

AZNtrogdor

Wednesday, 31st May, 2006, 08:43 PM

Hi Gary! :)

On the episode of Futurama, in which you guest starred, you would constantly role dice to decide what you would do next. My friend thought it was a great idea and for a month last year, he would role dice whenever making a decision (I personally don't know if the dice really were affecting his decision or if they were just for show). I was wondering if you ever role dice to make decisions in real life? :)

John Drake

Wednesday, 31st May, 2006, 09:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

:mad:

It seems to me that someone misspelled "Asses"...put an h in it :p

:lol: Gary

LOL!!!! :D

Col_Pladoh

Wednesday, 31st May, 2006, 10:38 PM

Quote:

*Originally Posted by **AZNtrogdor***

Hi Gary! :)

On the episode of Futurama, in which you guest starred, you would constantly role dice to decide what you would do next. My friend thought it was a great idea and for a month last year, he would role dice whenever making a decision (I personally don't know if the dice really were affecting his decision or if they were just for show). I was wondering if you ever role dice to make decisions in real life? :)

:lol:

No dice rolling, no coin flipping, no cutting of cards or casting runes :eek:

That was just a plot device in the script to underscore the use of random event/encounter tables in the game. As I have noted, David X. Cohen was a DM back in the day.

Cheers,
Gary

Barak

Thursday, 1st June, 2006, 12:07 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh...

Fact is I have a good deal of respect for England and its peoples, British history and tradition. Winston Churchill prevented the loss of WWII back in May 1940 by refusing to negotiate with the Nazis as some in the UK wished, the French did in fact.

*Cheers,
Gary*

As a french-canadian, I do have to quote that. As many english people, if not more, wished to make peace with Hitler as french citizens resisted, under De Gaulle. In fact, Lord Halifax came very close of being PM of England, in which case he would have most likely made some sort of peace.

Agback

Thursday, 1st June, 2006, 12:31 AM

Quote:

*Originally Posted by **AZNtrogdor***

On the episode of Futurama, in which you guest starred, you would constantly role dice to decide what you would do next. My friend thought it was a great idea

Hmm. Not such a clever idea, perhaps. Read *The Dice Man* by Luke Rhinehart.

Agback

Thursday, 1st June, 2006, 12:36 AM

Jack Vance

Gary, I guess that like me you will be saddened by the fact that Jack Vance is ill and no longer writing.

I just wondered what you make of his more recent work. The *Lyonnesse* trilogy, the *Cadwal Chronicles*, *Nightlamp*, *Lurulu*, etc. are very different from the work that went into the inspiration of D&D, but I like them better than *The Dying Earth*, *Eyes of the Overworld*, *Cugel's Saga*, *Rhialto the Marvellous*, *The Dragon Masters*, *The Last Castle* and so forth.

Agback

Thursday, 1st June, 2006, 12:47 AM

Quote:

*Originally Posted by **Col_Pladoh***

Winston Churchill prevented the loss of WWII back in May 1940 by refusing to negotiate with the Nazis as some in the UK wished, the French did in fact.

Did you know that Hitler had a plan to restore the Duke of Windsor as king of England? There is even reason to believe that the Duke was not entirely averse to the idea. In 1940, as the French were collapsing, he refused to leave Paris. Churchill sent an 'aide de camp' and a 'bodyguard' and orders that said in effect "General the Duke of Windsor, you are an officer in the British Army, and your post is as governor of Bermuda. Go there now with this escort, or come to England under arrest and spend the war in Pontefract Castle (if you know what I mean)".

<edit>

CORRECTION

I had the details wrong there. The Duke of Windsor fled to Biarritz and then to Lisbon as France fell. It was from Lisbon that he refused to go where ordered, and it was in Lisbon that he was given the choice of walking aboard the ship that would take him to Bermuda and being arrested for desertion. And he was governor of the Bahamas, not of Bermuda, during the war.

Col_Pladoh

Thursday, 1st June, 2006, 01:32 AM

Quote:

*Originally Posted by **Barak***

As a french-canadian, I do have to quote that. As many english people, if not more, wished to make peace with Hitler as french citizens resisted, under De Gaulle. In fact, Lord Halifax came very close of being PM of England, in which case he would have most likely made some sort of peace.

Absolutely!

What a great thing it was for the world that winston Churchill was as he was.

cheers,
Gary

Gary Gygax Q&A: Part X

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Col_Pladoh

Thursday, 1st June, 2006, 01:36 AM

Quote:

Originally Posted by **Agback**

Gary, I guess that like me you will be saddened by the fact that Jack Vance is ill and no longer writing.

I just wondered what you make of his more recent work. The Lyonesse trilogy, the Cadwal Chronicles, Nightlamp, Lurulu, etc. are very different from the work that went into the inspiration of D&D, but I like them better than The Dying Earth, Eyes of the Overworld, Cugel's Saga, Rhialto the Marvellous, The Dragon Masters, The Last Castle and so forth.

I enjoy almost all of Jack's writing very much, and indeed I am most sorry that age has caught up with him. I loved *Nightlamp*, but the last novel he wrote was not amongst my favorites. I just finished re-reading the *Demon Princes* and *Planet of Adventure* :D

Cheers,
Gary

Col_Pladoh

Thursday, 1st June, 2006, 01:37 AM

Quote:

Originally Posted by **Agback**

Did you know that Hitler had a plan to restore the Duke of Windsor as king of England? There is even reason to believe that the Duke was not entirely averse to the idea. In 1940, as the French were collapsing, he refused to leave Paris. Churchill sent an 'aide de camp' and a 'bodyguard' and orders that said in effect "General the Duke of Windsor, you are an officer in the British Army, and your post is as governor of Bermuda. Go there now with this escort, or come to England under arrest and spend the war in Pontefract Castle (if you know what I mean)".

I have read a bit about that. There were a fair number of Nazi sympathizers amongst the British nobility as well. Of course Hitler was most charismatic...

cheers,
Gary

Nathan P. Mahney

Thursday, 1st June, 2006, 03:43 AM

Nightlamp was my first encounter with Vance's writing, and I enjoyed it. I'm currently reading the Dying Earth books, and enjoying those even more.

Gentlegamer

Thursday, 1st June, 2006, 04:34 AM

Quote:

Originally Posted by **Col_Pladoh**

I Of course Hitler was most charismatic...

And clearly a prime example of 18 Charisma, in AD&D terms! :)

haakon1

Thursday, 1st June, 2006, 09:58 AM

Quote:

Originally Posted by **Nellisir**

I quite like FTA, but I didn't think this is the place to get into it. Rather like walking into an Apple store and extolling the virtues of a PC.

Fair enough, Nellisir. I've known you for about 10 years now from AOL Greyhawk boards. I'm not Nitescreed, so I shouldn't be spreading gasoline around. If you can't say anything good about FTA, say nothing. :)

That said, in my Greyhawk, some stuff has happened since the 1980s material:

1) There's a war in the West. Ket invaded Bissel because the PC's took Daoud's Wondrous Lanthorn. Ket wanted to finally conquer Bissel, with demon-worshipping allies from Ull, mercenaries from Perrenland, and secret help from Iuz. Iuz also subverted the Horned Society, and together they are messing with Furyondy-Veluna-- a loose feudal state -- and the Vesve/Highfolk region. Keoland and its vassals, especially my made up "Brotherhood of the Sword" in Gran March (based on the northern crusaders of our world), are helping Bissel. The bad guys did not triumph in

"Against the Giants" or "Temple of Elemental Evil", so the good guys get the benefits of those modules going right, which means Keoland is not distracted, and F-V is a country.

2) The Great Kingdom has fallen, and turned into the Thirty Years War. The Four Horsemen of Plague, Famine, Pestilence, and War have had their way . . . but not so much the demons. I liked parts of the unpublished "Ivid the Undying", but I think demons and undead everywhere is cheesy.

haakon1

Thursday, 1st June, 2006, 10:05 AM

Quote:

*Originally Posted by **Gentlegamer***

Using material drawn from FTA, I had King Belvor of Furyondy and the Archcleric of Veluna declare a crusade against luz the Evil. The Crusade Campaign included political maneuverings to persuade Keoland and Nyronde to join the war, as well as a quest for the Crook of Rao.

That's cool.

Col_Pladoh

Thursday, 1st June, 2006, 04:33 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Nightlamp was my first encounter with Vance's writing, and I enjoyed it. I'm currently reading the Dying Earth books, and enjoying those even more.

When I first encountered the writing of Jack Vance I preferred his fantasy. After long acquaintance with his work I believe that I enjoy his science fiction more. Whatever the genre, though, I do love reading Jack Vance prose.

Cheers,
Gary

Col_Pladoh

Thursday, 1st June, 2006, 04:36 PM

Quote:

*Originally Posted by **Gentlegamer***

And clearly a prime example of 18 Charisma, in AD&D terms! :)

In reading about Hitler it is evident that he could influence almost anyone that spoke with him, even if that individual was quite opposed to the ideas being proposed by Hitler. He was also a master showman and manipulator.

Cheers,
Gary

airwalkrr

Friday, 2nd June, 2006, 09:37 AM

Quote:

*Originally Posted by **Col_Pladoh***

Salut!

My pleasure to have struck a chord with Obmi and Keak.

As "keak" means to to cackle, it is pronounced as a single syllable, keek.

Finally, considering the number of persons that read the Gord novel in which they appear, the number of G# modules sold and re-sold, I do believe somethink like hundreds of thousands have been introduced to those villains and despised them :eek:

*Cheers,
Gary*

Well, given the smaller scope of the Living Greyhawk campaign, I was just adding a few more to the mix. I am certain that there are more than that. :)

airwalkrr

Friday, 2nd June, 2006, 09:40 AM

Quote:

*Originally Posted by **Gentlegamer***

As I've remarked before, I must be the only person who like FTA. It lead to a lot of adventuring possibilities, particularly with luz's empire across the north Flanaesses, Rary setting up shop in the Bright Desert with Robilar, and the insanity of the remnants of the Great Kingdom threatening all.

Well I love FTA too, but I must admit I hold a special place in my heart for the GH of the Gord novels. I usually use FTA for my campaigns though.

airwalkrr

Friday, 2nd June, 2006, 09:42 AM

Quote:

*Originally Posted by **Col_Pladoh***

Of course there was never a Rary in the actual Circle of Eight as I created it ;)

I'm sure you've been asked this before, but who was in the original Circle of the Eight? Also, if you don't mind me asking, what was the Co8's original mission? Was it always about neutrality or was there some more deviant goal in mind?

airwalkrr

Friday, 2nd June, 2006, 09:46 AM

Quote:

*Originally Posted by **Col_Pladoh***

I have read a bit about that. There were a fair number of Nazi sympathizers amongst the British nobility as well. Of course hitler was most charismatic...

And this was also before everyone knew about the Holocaust. It is my understanding that a fair number of soldiers were surprised at what they came across when they made it to Germany's concentration camps.

airwalkrr

Friday, 2nd June, 2006, 09:48 AM

Quote:

*Originally Posted by **haakon1***

That said, in my Greyhawk, some stuff has happened since the 1980s material...

Curious... Except for the Against the Giants result, that sounds fairly like a FTA Greyhawk. *prepares to dodge flying furniture* :D

Gray Mouser

Friday, 2nd June, 2006, 02:51 PM

Hey Gary, I was wondering how common extra-planar adventures were/are in your Greyhawk campaign. Besides various demi-planes (such as in *Isle of the Ape*) did you ever send any PC's to any of the inner or outer planes outlined in the PHB? What about Mordenkainen and crew, did they ever adventure in the Abyss, the Nine Hells, any of the elemental planes, etc?

Gray Mouser

Col_Pladoh

Friday, 2nd June, 2006, 04:20 PM

Quote:

*Originally Posted by **airwalkrr***

Well, given the smaller scope of the Living Greyhawk campaign, I was just adding a few more to the mix. I am certain that there are more than that. :)

That is excellent, as Obmi revels in being reviled by thousands...

:lol:
Gary

Col_Pladoh

Friday, 2nd June, 2006, 04:25 PM

Quote:

*Originally Posted by **airwalkrr***

I'm sure you've been asked this before, but who was in the original Circle of the Eight? Also, if you don't mind me asking, what was the Co8's original mission? Was it always about neutrality or was there some more deviant goal in mind?

IIRR after al these years:

Mordenkainen
Bigby
Yrag
Felnorith
Sigby Grigbyson
Zigby
Rigby

Vran & Vin (counted as one)

The purpose of the association was to hold and expand the territory that they had, and to keep Neutrality paramount therein. So perhaps expansion fits your criterion above ;)

Cheers,
Gary

Col_Pladoh

Friday, 2nd June, 2006, 04:33 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, I was wondering how common extra-planar adventures were/are in your Greyhawk campaign. Besides various demi-planes (such as in Isle of the Ape) did you ever send any PC's to any of the inner or outer planes outlined in the PHB? What about Mordenkainen and crew, did they ever adventure in the Abyss, the Nine Hells, any of the elemental planes, etc?

Gray Mouser

Such adventures were rare indeed in my campaign or those in which I played. Most off-world action took place in strange and distant lands, often in other universes. My players went to the Carabas to fight the Dirdir now and then, to Barsoom, etc. but I didn't send them into elemental planes or the nether realms to adventure, as none were sufficiently powerful to survive such journeys. Of course Robilar did get carried into the Abyss by Zugtmoy, and Erac and Ailerach were taken there by Fraz-urb'lu. none of those unfortunates roamed about there though, and eventually escaped to return to the PMP

Cheers,
Gary

Gray Mouser

Friday, 2nd June, 2006, 05:24 PM

Quote:

*Originally Posted by **Col_Pladoh***

Such adventures were rare indeed in my campaign or those in which I played. Most off-world action took place in strange and distant lands, often in other universes. My players went to the Carabas to fight the Dirdir now and then, to Barsoom, etc. but I didn't send them into elemental planes or the nether realms to adventure, as none were sufficiently powerful to survive such journeys.

:confused:

Not powerful enough? Gads, man. If Mordenkainen, Bigby, etc. weren't strong enough to survive an extra planar trip who is?

Quote:

Of course Robilar did get carried into the Abyss by Zugtmoy, and Erac and Ailerach were taken there by Fraz-urb'lu. none of those unfortunates roamed about there though, and eventually escaped to return to the PMP

*Cheers,
Gary*

Heh, I didn't know Robilar got waylaid by Zugtmoy. She's tricky, eh? Did Robilar, Erac and Ailerach encounter any figures of note there (besides Z. and Fraz-urb'lu, obviously), or was it mostly lesser demons and other sundries? I sure would like to get the chance to drop some PC's in on Juiblex, myself. Sadly, they're currently getting smacked by some *hobgoblins* :)

Gray Mouser

Col_Pladoh

Friday, 2nd June, 2006, 05:56 PM

Quote:

*Originally Posted by **Gray Mouser***

:confused:

Not powerful enough? Gads, man. If Mordenkainen, Bigby, etc. weren't strong enough to survive an extra planar trip who is?

Mordie is nervous aboard the Starship Warden, and even with his most powerful associates would not feel confident of adventuring in the Hells or the Abyss. Maybe if he was a demi-god and his companions were all of at least quasi-deity status...

Quote:

Heh, I didn't know Robilar got waylaid by Zugtmoy. She's tricky, eh? Did Robilar, Erac and Ailerach encounter any figures of note there (besides Z. and Fraz-urb'lu, obviously), or was it mostly lesser demons and other sundries? I sure would like to get the chance to drop some PC's in on Juiblex, myself. Sadly, they're currently getting smacked by some hobgoblins :)

Gray Mouser

The Demoness Queen of Fungi was not so clever, robilar was brash. He tossed a pillar through the door sealing Zuggtmoy into the chamber in the ToEE. She got a look at the handsome adventurer, noted his evil aura, and as a reward for freeing her carried him off to the Abyss as her body servant. I did no go into details there, but eventually Robilar convinced her of the incompatability of a lawful evil servant in her realm, so she sent his back to the PMP.

Erac and Aylerach (I never can remember how Mark Ratner spelled that PC's name) accidentally loosed the demon from imprisonment in the dungeons of Greyhawk Castle. He was so delighted at having duped them into doing so that he took them with him when he went home. Again, I did not have detailed adventures there--as both players were hardly speaking to Rob and me after the game session. Eventually the incompatability of LKawful Good in the Abyss brought the demon prince to a decision point: slat the pair or boot them out. The dice roll called for the latter.

Cheers,
Gary

Gray Mouser

Friday, 2nd June, 2006, 06:17 PM

Hey, Gary, thanks for the additional info about your players "escapades" in the Abyss. If anything was learned I would assume it was not to be *too* helpful to demons (even unintentionally!) as their idea of a "reward" doesn't seem to be so great. Especially when dealing with the Demon Queen of *Fungi*, I suspect :lol:

Gray Mouser

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Gary Gygax Q&A: Part X

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Col_Pladoh

Friday, 2nd June, 2006, 09:00 PM

Quote:

Originally Posted by **Gray Mouser**

Hey, Gary, thanks for the additional info about your players "escapades" in the Abyss. If anything was learned I would assume it was not to be too helpful to demons (even unintentionally!) as their idea of a "reward" doesn't seem to be so great. Especially when dealing with the Demon Queen of Fungi, I suspect :lol:

Gray Mouser

:lol:

Just so!

Of course I had the demons laughing hideously as they carried off their respective victim to be their "cherished slaves."

I do believe that son Ernie has never forgiven me for the loss of his two Vorpal Swords, these turning touseless hunks of iron in the abyss. Also, Rob was rather upset when his main PC was likewise treated, Robilar's orc henchman Quij, made a poncho out of the Flying Carpet he was guarding due to the long wait and cold nights, and eventual seige of his castle as word got out that Robilar had freed the evil from the Temple of EE...

:uhoh:

Gary

:eek:

Gary

John Drake

Friday, 2nd June, 2006, 10:35 PM

Hi Gary!

One of my favourite modules you created (that I have run several times, with great success amongst my fellow gaming comrades) was the great **Forgotten Temple of Tharizdun**. What I was wondering was, what inspired the creation of such a nasty fellow as Tharizdun and such a awesome scenario? I loved all of the imagery created in that tale, particularly the Black Cyst area. Did you have control over the presentation of that module (cover, artwork, layout etc) ? I was quite fond of that too, finding it to be very evocative and quite well suited to the text. And, did you ever have any plans to do more with Tharizdun or was it just a one off affair (as it obviously turned out to be! :D) Thanks Gary, much appreciated, as usual! :)

Gray Mouser

Friday, 2nd June, 2006, 10:46 PM

Quote:

Originally Posted by **Col_Pladoh**

:lol:

Just so!

Of course I had the demons laughing hideously as they carried off their respective victim to be their "cherished slaves."

I'm surprised that the PC's didn't take some comfort in the fact that their new "masters" were so appreciative. Surely that must count for something!

:lol:

Quote:

I do believe that son Ernie has never forgiven me for the loss of his two Vorpal Swords, these turning touseless hunks of iron in the abyss. Also, Rob was rather upset when his main PC was likewise treated, Robilar's orc henchman Quij, made a poncho out of the Flying Carpet he was guarding due to the long wait and cold nights, and eventual seige of his castle as word got out that Robilar had freed the evil from the Temple of EE...

:uhoh:

Gary

:eek:

Gary

Sheesh, what a bunch of ingrates! First they complain about losing their magic items, then they have the audacity to want to leave the service of the Abyssal lords simply because of alignment differences. It seems as if good help is hard to find, these days. My heart goes out to Zugtmoy, Fraz-urb'lu, and the other Demon Princes. Where, I ask you, is the compasison for *their* hardship?

:lol: :lol: :lol:

Seriously, though. I assume that there was at least a smattering of thanks given the fact that the PC's in question could've simply been slain out of hand :lol:

Gray Mouser

Col_Pladoh

Friday, 2nd June, 2006, 10:53 PM

Quote:

*Originally Posted by **Gray Mouser***

...

Seriously, though. I assume that there was at least a smattering of thanks given the fact that the PC's in question could've simply been slain out of hand :lol:

Gray Mouser

No.

As usual the DM was reviled, went unappreciated. Without having the stories to relate, both of those excellent adventures would count for nothing :]

:lol:
Gary

Col_Pladoh

Friday, 2nd June, 2006, 10:58 PM

Quote:

*Originally Posted by **John Drake***

Hi Gary!

*One of my favourite modules you created (that I have run several times, with great success amongst my fellow gaming comrades) was the great **Forgotten Temple of Tharizdun**. What I was wondering was, what inspired the creation of such a nasty fellow as Tharizdun and such a awesome scenario? I loved all of the imagery created in that tale, particularly the Black Cyst area. Did you have control over the presentation of that module (cover, artwork, layout etc) ? I was quite fond of that too, finding it to be very evocative and quite well suited to the text. And, did you ever have any plans to do more with Tharizdun or was it just a one off affair (as it obviously turned out to be! :D) Thanks Gary, much appreciated, as usual! :)*

Howdy John,

Actually the muse strick, so I devised the darkest evil entity I could envision, then devised the supposed tomb scenario to see how players would have their PCs react to it. Only a few felt the strangeness of the place, the sadness evoked by the loss of horrific evil. I did indeed control the art direction of that module.

Of course Tharizdun became the chief antagonist in the later Gord the Rogue books,threatened to conquer and tyrannize the universe...

Cheers,
Gary

John Drake

Friday, 2nd June, 2006, 11:24 PM

Wow, thanks for the speedy response! :D

Quote:

*Originally Posted by **Col_Pladoh***

Howdy John,

Actually the muse strick, so I devised the darkest evil entity I could envision, then devised the supposed tomb scenario to see how players would have their PCs react to it. Only a few felt the strangeness of the place, the sadness evoked by the loss of horrific evil. I did indeed control the art direction of that module.

Well, you made some great design choices as the art and overall design was fantastic. I wish more modules had been done in such a style. And, I'm pleased to say, that eerie quality and sadness has always resonated with me quite strongly. One of the reasons I felt it played so well in fact.

Quote:

*Originally Posted by **Col_Playdoh***

Of course Tharizdun became the chief antagonist in the later Gord the Rogue books,threatened to conquer and tyrannize the universe...

Cheers,
Gary

Ah, I was unaware of that, as I have not been fortunate enough to read those books, having instead read your very excellent "Role Playing Mastery" and sequel "Master of The Game", both thoroughly interesting reads. At any rate, thanks for devising such a fantastic scenario, which has indeed greatly affected all of my designs and ideas in pertaining to temples, tombs and ancient evil histories, and campaign style.

Col_Pladoh

Saturday, 3rd June, 2006, 12:46 AM

Quote:

Originally Posted by **John Drake**

...
Ah, I was unaware of that, as I have not been fortunate enough to read those books, having instead read your very excellent "Role Playing Mastery" and sequel "Master of The Game", both thoroughly interesting reads. At any rate, thanks for devising such a fantastic scenario, which has indeed greatly affected all of my designs and ideas in pertaining to temples, tombs and ancient evil histories, and campaign style.

Just in case...

Troll Lord Games is in process of readying the seven books for reprint as hardbacks. I am not sure when the first will be released, but I think it will be in the late autumn of this year,

Cheers,
Gary

Jdvn1

Saturday, 3rd June, 2006, 07:41 AM

Hey, Gary.

Have you read/seen *Da Vinci Code*? How much of pop culture do you follow? What books and movies do you like?

haakon1

Saturday, 3rd June, 2006, 07:55 AM

Quote:

Originally Posted by **airwalkrr**

Curious... Except for the *Against the Giants* result, that sounds fairly like a FTA Greyhawk.

It's somewhere in between. Some of the other differences:

- Greyhawk City didn't absorb Hardby and environs. Instead, they are unhappily allied.
 - The Wild Coast was not destroyed and desolated.
 - Furyondy-Veluna are more-or-less one country, because Prince Thrommel survived the Temple of Elemental Evil
 - luz never went on the FTA rampage. The Bandit Kingdoms, the Shield Lands, and Stonefist remain intact, as Gary wrote them. These areas were quite interesting, and FTA vandalized them, IMHO. On the other hand, luz is a danger, specifically conquering the Horned Society and decimating the Rovers of the Barrens.
 - Ivid the Evil had some great stuff in it, so I preserved the general idea (GK consumed by war), but I got rid of the spikey-armorish bits, like "demons stalking the land" and armies of undead. Instead, I think of the 30 Years War -- mankind creating hell on Oerth without the help of special effects from beyond. Incidentally, Rel Astra in my campaign uses the City State of the Invincible Overlord.
 - Bissel, where the main action of the campaign takes place, never was overrun. Instead, it's strong Border Companies and many allies helped it hold over the Kettites and their allies -- with lots of PC involvement.
-

Steverooo

Saturday, 3rd June, 2006, 10:00 AM

Quote:

Originally Posted by **Col_Pladoh**

Troll Lord Games is in process of readying the seven books for reprint as hardbacks. I am not sure when the first will be released, but I think it will be in the late autumn of this year

I always wondered, why all the re-writes on the Gord series? Stuff like whether or not he buried the "old woman" who raised him (in the first version he leaves her body in the street, in the second he returns to bury her), his origins (guttersnipe to Bastard-Prince of the Cat-Lord), etc. I know this was Post-T&R, but why the changes to the tale?

Col_Pladoh

Saturday, 3rd June, 2006, 04:48 PM

Quote:

Originally Posted by **Jdvn1**

Hey, Gary.

Have you read/seen Da Vinci Code? How much of pop culture do you follow? What books and movies do you like?

Heh...

As a Christian I scoff at the foolishness of the whole matter, book and film. It is insulting to the intelligence of anyone knowledgeable in regards the subject. In short it is preposterous.

I read quite eclectically--mainly history, historical fiction, mystery, fantasy, and science fiction. Jack Vance is my favorite author, but I can happily read the stories of Robert E. Howard's "Conan," Robert van Gulik's "Judge Dee", Rex Stout's "Nero Wolfe," C.S. Forrester's "Hornblower", Bernard Cornwell's "Sharpe", and so on.

I mainly enjoy action adventure films. Just saw *Aeon Flux* on DVD (we have a big screen TV and surround sound) and was disappointed in that I thought the animated series that was on MTV years back was far better. The new *King Kong* was better than the de Laurentis abomination but much inferior to the original. I want to see *X-Men 3*, and I hope to go to the theater with my youngest son, Alex, soon. Of course I enjoyed the *Lord of the Rings* trilogy and love the "Harry Potter" flicks.

BTW, although I mostly watch the History Channel, Discovery Channels, Science Channel, A&E, and the Military Channel, I do usually watch Fox News and have been hooked on *24*, watched the last two series and intend to tune in next January when the show airs again with new episodes. I tune into the SC Channel now and then but the new *Dr. Who* hasn't grabbed me.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd June, 2006, 04:54 PM

Quote:

*Originally Posted by **Steverooo***

I always wondered, why all the re-writes on the Gord series? Stuff like whether or not he buried the "old woman" who raised him (in the first version he leaves her body in the street, in the second he returns to bury her), his origins (guttersnipe to Bastard-Prince of the Cat-Lord), etc. I know this was Post-T&R, but why the changes to the tale?

Heh...

There were no re-writes at all ;)

Changes? No way. I consider them elucidations of partially detailed scenes as viewed from a different and more comprehensive perspective. The information relayed in *City of Hawks* is revelation that supports the overall storyline, elements therein that would have been incongruous in the initial two novels.

Cheers,
Gary

Valdur

Saturday, 3rd June, 2006, 09:01 PM

Gary,
Glad to see you're still active in the gaming world and communicating regularly with fans. I hope you are able to do so for many more years.

Without getting into a religious discussion, how did you feel about the accusations and attacks on D&D by religious groups back in the 80's ? Were you ever contacted by any of them in a sincere effort to find out about the game or to discuss it? Has time changed your view of the situation any?

On a lighter note, I thoroughly enjoyed playing Necropolis using the 3 edition D&D rules. Have you published other adventures that are 3e compatible and/or do you plan to write more?

KaosDevice

Saturday, 3rd June, 2006, 09:49 PM

Dear Col_Pladoh,

You are my hero...can I have your autograph?

:)

Seriously though, I was curious, have you read Ken Hite's most recent article about where the game industry should head? What do you think about it?

Col_Pladoh

Saturday, 3rd June, 2006, 11:03 PM

Quote:

*Originally Posted by **Valdur***

*Gary,
Glad to see you're still active in the gaming world and communicating regularly with fans. I hope you are able to do so for many more years.*

Thanks :)

As I am semi-retired, don't do as much creative work as I did previously, I have more time for posting on boards and to my email list groups.

Quote:

Without getting into a religious discussion, how did you feel about the accusations and attacks on D&D by religious groups back in the 80's ? Were you ever contacted by any of them in a sincere effort to find out about the game or to discuss it? Has time changed your view of the situation any?

Only one such group contacted me personally, whichever one it is that published the magazine, *Cornerstone*. the young lady that interviewed me was very sincere, polite, and reasonable. Although the subsequent article was not favorable to the game, it was written fairly from a basically fundamentalist position, did not attack me personally, rather came near to praising me with faint damns :lol:

Otherwise, all of the so-called mental health advocates and their ilk stayed far away as well.

All of it was a load of rubbish, of course. either the detractors could not tell the difference between make-believe and reality or else they were cynically exploiting the ignorance of others in order to gain from attacking the game.

Quote:

On a lighter note, I thoroughly enjoyed playing Necropolis using the 3 edition D&D rules. Have you published other adventures that are 3e compatible and/or do you plan to write more?

The only other D20 adventure modules I have done are dual system with the LA game. You might find *The Hall of Many Panes* an interesting campaign-length one for your players, although some adjustment in what is encountered might be necessary when having D&D PCs exploring therein. I no longer enjoy rules intensive systems, prefer rules-light skill based games, and the module worked perfectly for about a year of play using the *Lejendary Adventure* system. I had the D20 sections added because I know that a number of 3E fans wanted to have a go at the module.

You might also have a look at *The Hermit* module, another dual system one.

Cheers,
Gary

Col_Pladoh

Saturday, 3rd June, 2006, 11:14 PM

Quote:

*Originally Posted by **KaosDevice***

Dear Col_Pladoh,

You are my hero...can I have your autograph?

:)

:lol:

Actually, I am quite pleased, feel honored, to provide my autograph to fellow gamers whenever I am able to do so ;)

Quote:

Seriously though, I was curious, have you read Ken Hite's most recent article about where the game industry should head? What do you think about it?

No, I haven't seen the article. Shooting from the hip I believe that the paper RPG field would most benefit if the one company large enough to manage the challenge went all out to recruit new, mostly young players. The greatest competition for in-person gaming are computer games, including online ones. Of course paper RPGing is a niche market, not expanding currently, and very much suffering from overcrowded retail shelves, as there are too many games and support products being produced for the number of consumers.

Cheers,
Gary

Larcen

Saturday, 3rd June, 2006, 11:15 PM

Hi Gary. I am so happy to see you still here chatting and answering questions. :cool:

I would consider it a pleasure and an honor if you pop over this to thread and cast your vote:

<http://www.enworld.org/showthread.php?t=164316>

...and then come back here and tell me what you voted for. ;)

P.S. You ever going to return to Higgins Armory in MA, or anywhere else in New England? We really enjoyed your visit and speak of it fondly to this day.

KaosDevice

Saturday, 3rd June, 2006, 11:42 PM

Thanks for the response Cap'n G, you da man. The article I was talking about can be found [here](#).

Take care and all the best.

Col_Pladoh

Saturday, 3rd June, 2006, 11:54 PM

Quote:

Originally Posted by **Larcen**

Hi Gary. I am so happy to see you still here chatting and answering questions. :cool:

Rest assured I am happy to be able to do so! :lol:

Quote:

I would consider it a pleasure and an honor if you pop over this to thread and cast your vote:

<http://www.enworld.org/showthread.php?t=164316>

...and then come back here and tell me what you voted for. ;)

Okay, although none seemed great, as they did not convey what the game was about, I voted for Mythic, assuming there would be some magic and myth involved. As I once raised Rouen ducks, they look like big mallards, I just couldn't get into that name for a title, although with the right artwork it could be very interesting.

Quote:

P.S. You ever going to return to Higgins Armory in MA, or anywhere else in New England? We really enjoyed your visit and speak of it fondly to this day.

Well, no, I have no plans for such a trip. Were Hector Diaz of Jumpgate still with us I would certainly be easily persuaded to hear east again, and my wife has a sister that lives in New Jersey. I enjoyed the Higgins Armory gig, was impressed with their collection and with Jeff Forgeng's accumen, but that was a one-time show...

Come on to the next Lake Geneva Gaming Convention, or make the one that starts in a few days--June 9-11 :D

Cheers,
Gary

Col_Pladoh

Saturday, 3rd June, 2006, 11:56 PM

Quote:

Originally Posted by **KaosDevice**

Thanks for the response Cap'n G, you da man. The article I was talking about can be found [here](#).

Take care and all the best.

Found it before you posted the link, read and commented ;)

The commercial future is certainly in electronic, not paper, gaming.

Cheers,
Gary

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Gary Gygax Q&A: Part X

Printable View

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jokamachi

Sunday, 4th June, 2006, 12:08 AM

Hey, Gary,

Good to see you on the boards these days. Hope everything is well in your corner. Anyway, I've got a burning question for you:

Should I play a thief or a ranger?

Best Wishes,

Jokamachi

P.S. Have you seen Chimes at Midnight yet?

John Drake

Sunday, 4th June, 2006, 01:19 AM

Quote:

*Originally Posted by **Col_Pladoh***

I read quite eclectically--mainly history, historical fiction, mystery, fantasy, and science fiction. Jack Vance is my favorite author, but I can happily read the stories of Robert E. Howard's "Conan," Robert van Gulik's "Judge Dee", Rex Stout's "Nero Wolfe," C.S. Forrester's "Hornblower", Bernard Cornwell's "Sharpe", and so on.

Those are all fantastic books, btw. Haven't read Vance yet, but ordered a couple from Amazon. Hey, Gary, have you ever read Ian Fleming's James Bond books? If you have, I'd be interested to hear your opinion on 'em. Also, if you like 24, you've gotta check out the 1st two seasons, truly masterpieces. While I'm on the topic of TV shows, um...you ever watch The Prisoner? :) I rather like it. Be curious as to your opinion. Thanks Gary & Be Seeing You!

Orius

Sunday, 4th June, 2006, 03:34 AM

Quote:

*Originally Posted by **Col_Pladoh***

As a matter of fact I have no solid idea as to why Rary was even mentioned by TSR. That PC was one that Brian Blume created early in the D&D cycle, a magic-user that Brian wanted to work up to 3rd level so as to introduce him as "Medium Rary."

"Medium Rary"? It's amusing to see that bad pun names go all the way back to the earliest days of the game. :D I wonder if maybe he was in the Rogue's Gallery or something, and as such the character became part of the published material?

Perhaps having Rary betray the Circle of Eight was a sort of ironic reflection of reality. Though that doesn't explain why they decided to make Robliar his underling (or whatever). :)

For those who aren't familiar with the early Greyhawk material, well, this is how I sort of view the matter as a more or less neutral bystander looking at it from the outside:

First, there is the original campaign as run by Gary, Rob and others. This is where the world itself was first developed, and some of the material found its way into the game in the days of 1e.

Then there's the official setting as published. The official setting isn't really the same thing as Gary's setting, the way I understand, the published setting started off when he presented elements of his own campaign for DMs to use as their own, though there was also stuff like the Rogue's Gallery that did not accurately reflect the original Greyhawk, but still became the basis for official material. After Gary left TSR, other people wrote material for the setting of varying quality.

Col_Pladoh

Sunday, 4th June, 2006, 04:15 PM

Quote:

*Originally Posted by **jokamachi***

Hey, Gary,

Good to see you on the boards these days. Hope everything is well in your corner. Anyway, I've got a burning question for you:

Should I play a thief or a ranger?

Best Wishes,

Jokamachi

P.S. Have you seen *Chimes at Midnight* yet?

:confused:

Which PC you play depends on what you want to have your character do in the adventures, scout and fight mainly outdoors or skulk mainly indoors and perform what it takes to purloin valuables.

As for *Chimes at Midnight*, which I assume is a film, no. What genre is it?

Cheers,
Gary

Col_Pladoh

Sunday, 4th June, 2006, 04:22 PM

Quote:

*Originally Posted by **John Drake***

Those are all fantastic books, btw. Haven't read Vance yet, but ordered a couple from Amazon. Hey, Gary, have you ever read Ian Fleming's James Bond books? If you have, I'd be interested to hear your opinion on 'em. Also, if you like 24, you've gotta check out the 1st two seasons, truly masterpieces. While I'm on the topic of TV shows, um...you ever watch The Prisoner? :) I rather like it. Be curious as to your opinion. Thanks Gary & Be Seeing You!

But of course I read all the "Bond" novels written by Ian Fleming, enjoyed them a good deal. If I had mentioned that I read both Doyle's "Sherlock Holmes" and Rhomer's "Fu Manchu" tales you would likely have assumed I'd read Fleming's books.

As for *The Prisoner*, indeed I watched it back when my telly's screen was black & white. I also was a fan of *The Avengers*.

I seldom watch video tapes or CDs as there is usually something on being broadcast that I want to see.

Cheers,
Gary

Col_Pladoh

Sunday, 4th June, 2006, 04:31 PM

Quote:

*Originally Posted by **Orius***

...

For those who aren't familiar with the early Greyhawk material, well, this is how I sort of view the matter as a more or less neutral bystander looking at it from the outside:

First, there is the original campaign as run by Gary, Rob and others. This is where the world itself was first developed, and some of the material found its way into the game in the days of 1e.

I began the campaign world, had Rob join as co-Dm when the adventuring group size was generally over 12 and rather overwhelming. Thus the dungeons were an amalgamation of his and mine, but all the rest of Greyhawk was my sole creation...with inspirational input from many players, of course :D

Quote:

Then there's the official setting as published. The official setting isn't really the same thing as Gary's setting, the way I understand, the published setting started off when he presented elements of his own campaign for DMs to use as their own, though there was also stuff like the Rogue's Gallery that did not accurately reflect the original Greyhawk, but still became the basis for official material. After Gary left TSR, other people wrote material for the setting of varying quality.

As I have related elsewhere, my original setting for Greyhawk was basically the earth, and the City of Greyhawk was about where Chicago is, Dyvers on the shore northwards where Milwaukee stands. Of course as my campaign world was active, had many players, I did not wish to detail it, so I created Aerth, the continent of Oerick, and all that went with it for general use by other DMs. I found I liked it so well that I switched my group's play to the World of Greyhawk soon after I had finished the maps and manuscript.

Cheers,
Gary

John Drake

Sunday, 4th June, 2006, 05:33 PM

Quote:

*Originally Posted by **Col_Pladoh***

*As I have related elsewhere, my original setting for Greyhawk was basically the earth, and the City of Greyhawk was about where Chicago is, **Dyvers** on the shore northwards where Milwaukee stands.*

*Cheers,
Gary*

Hi there, Gary

I have a question: I've never been sure as to how to pronounce the word bolded above, is the 'y' pronounced as an 'i' like 'diver' or as a soft sound as in 'sieve' ?

And just one other query, which as per my usual :) most likely you've been asked before but I've never been fortunate enough to hear you view/answer/opinion. The great module "Tomb of Horrors": how did it originate, and was it really used by you to teach arrogant player's with "powerful" characters, (who would show up a various cons), a lesson in humility, and to prove skill in play over that of "big" stats? As I've said, I've heard this before, but only as heresay. I would appreciate hearing the truth in this matter, from the master himself! :) Thanks Gary, as always, your time is greatly appreciated.

Col_Pladoh

Sunday, 4th June, 2006, 05:57 PM

Quote:

*Originally Posted by **John Drake***

Hi there, Gary

...

Okay, the city's name is pronounced DYE-vers.

The Tomb of Horrors was inspired by material sent to me by Alan Lucien, and I believe I have credited him in this regard, but it has been so many years I can not recall where and how. Anyway...

The place was designed to test the mettle of the best players, stretch their ability to the maximum. That it did, while nor a few PCs belonging to very capable players bit the proverbial dust. Those players with real cran came back and kept trying until their PCs succeeded or else the DM grew weary of running the module. As I have mentioned, in my group only Rob Kuntz managed to get to the end of the adventure, Robilar losing all of his orc flunkies at the onset, in the initial passage. When he found the tomb of the demi-lich Robilar scooped all the magical treasures he could into his bag of holding and ran off leaving the demi-lich hangin', as it were. Tenser retreated from the perilous place, as did Terik.

Of course Mordenkainen never entered the place, but had he, the wily wizard would surely have come with his most potent associates, and brought plenty of powerful magic along. As with most other dedicated players, I too am averse to losing my favorite and long-loved PC.

Cheers,
Gary

WyzardWhately

Sunday, 4th June, 2006, 07:36 PM

Seen over at RPG.net:

Someone posts a thread entitled "Burning Gyax."

It turns out to be about how to use your old A/D&D Modules in a game of The Burning Wheel (From what I can tell, this is actually a good idea and works very well.) One of the Mods expresses relief that the content of the post doesn't include the words 'in effigy.'

Someone else decides that 'Burning Gyax' will be his next PC's super move.

I laughed so hard it woke up the guest sleeping on my couch, and decided I should share.

Col_Pladoh

Sunday, 4th June, 2006, 08:11 PM

Quote:

*Originally Posted by **WyzardWhately***

...

I laughed so hard it woke up the guest sleeping on my couch, and decided I should share.

Oh, I see...

I am now the butt of unseemly humor, eh?

I have seldom been so offended! :]

:lol: :cool: :lol:
Cheers,
Gary

haakon1

Sunday, 4th June, 2006, 11:36 PM

Quote:

Originally Posted by **Col_Pladoh**

As I have related elsewhere, my original setting for Greyhawk was basically the earth, and the City of Greyhawk was about where Chicago is, Dyvers on the shore northwards where Milwaukee stands. Of course as my campaign world was active, had many players, I did not wish to detail it, so I created Aerth, the continent of Oerick, and all that went with it for general use by other DMs. I found I liked it so well that I switched my group's play to the World of Greyhawk soon after I had finished the maps and manuscript.

Is Lake Geneva in there somewhere? Hommlett, mayhaps? :heh:

BOZ

Monday, 5th June, 2006, 01:25 AM

Gary,

i'm curious. did James Jacobs and Erik Mona consult you for the Fiendish Codex I: Hordes of the Abyss? i'm asking you because they haven't said, yet. :)

particularly i'm interested to know, because they are greatly expanding on the text of all the classic demon lords, even including a bit of the the "name only" lords from the MMII. :) (Obox-ob and Dagon are even getting full write-ups, and all the others will be given at least a few details.)

Col_Pladoh

Monday, 5th June, 2006, 01:32 AM

Quote:

Originally Posted by **haakon1**

Is Lake Geneva in there somewhere? Hommlett, mayhaps? :heh:

Heh...

When I did the *Village of Hommlet* I was playing on the *World of Greyhawk* maps.

Cheers,
Gary

Col_Pladoh

Monday, 5th June, 2006, 01:33 AM

Quote:

Originally Posted by **BOZ**

Gary,

i'm curious. did James Jacobs and Erik Mona consult you for the Fiendish Codex I: Hordes of the Abyss? i'm asking you because they haven't said, yet. :)

particularly i'm interested to know, because they are greatly expanding on the text of all the classic demon lords, even including a bit of the the "name only" lords from the MMII. :) (Obox-ob and Dagon are even getting full write-ups, and all the others will be given at least a few details.)

Well...

That's easy :D

No, I was not consulted.

Cheers,
Gary

BOZ

Monday, 5th June, 2006, 01:36 AM

ah, too bad... i was hoping they had. :(

jokamachi

Monday, 5th June, 2006, 03:28 AM

Quote:

Originally Posted by **Col_Pladoh**

:confused:

Which PC you plat depends on what you want to have your character do in the adventures, scout and fight mainly outdoors or skulk mainly indors and perform what it rakes to purloin valuables.

As for Chimes at Midnight, which I assume is a film, no. What genre is it?

Cheers,
Gary

Gary,

No worries. I was just hoping you'd tip the choice between rogue and ranger for me on a whim, ala magic eight ball, not that you're an eight ball or anything like that.

Chimes at Midnight is that Orson Wells film on Falstaff. It collects all of the scenes in which the portly knight appeared and presents them together (in order I believe).

Best wishes,

jokamachi

Deuce Traveler

Monday, 5th June, 2006, 07:09 AM

Quote:

*Originally Posted by **Col_Pladoh***

According to experts,. most of the computer games of fnatasy and like sort borrow at least something from the A/D&D game.

That's is why I am mentioned as being so influential in computer gaming ;)

*Cheers,
Gary*

I know this is quoted from an older post, but I was doing a magazine article about the history of computer RPGs and almost every one of the old designers from the 70s and 80s were avid fans of DnD and readers of Tolkien, or so it has said on their websites or among the few you can get a hold of and speak.

The original games were named such things as pedit5, and were made in the mid-70s, but non-commercially and as hobbies. The first truly shared CRPG was Adventure, aka, the Colossal Cave, and was created by two hobbyists, one who liked DnD and Tolkien and the other who like caving. The map is actually based on a real-life cave. It was shared by members of the old DECUS network. You can still play this one on the fanpage. Some guys from MIT created Interplay and created Zork from this idea, and made some decent cash.

Another non-profit fan game was Rogue, and it came very closer to simulating pen and paper dynamics in a game, though it is not impressive to today's standards. You played a '@' symbol who would walk around killing 'r's (rates), 'w' (worms), etc... The descendants of Rogue are still being created by amateur programmers today.

The first MUD came around in 1980, was called MUD1 (later British Legends) and based itself on the Adventure/Zork model, but was on-line. A copy of this can also still be played on its own fanpage.

An 18 or 19-year old man named Richard Garriott created Akalabeth and Ultima I around 1980, based on pencil and paper DnD and his love of British lore, and in this fashion made enough money to go through college and start his own company, Origin.

Wizardry I also came out in 1981, and introduced the party concept into the CRPG, and was probably most like DnD. It sold very well and was a simple dungeon crawler, which appealed to those normally outside the fan base.

Since that made money, too, the rest was history. I played a number of the TSR DnD Dragonlance CRPG titles, but never really got into them. They never seemed to feel right. It wasn't until Black Isle created Baldur's Gate and Planescape: Torment that I found a pure DnD title that stood out from the CRPG competition. The creators of those had a love for the game and it really shone through with good gameplay and an unbelievably rich storyline.

Col_Pladoh

Monday, 5th June, 2006, 02:54 PM

Quote:

*Originally Posted by **jokamachi***

Gary,...

Chimes at Midnight is that Orson Wells film on Falstaff. It collects all of the scens in which the portly knight appeared and presents them together (in order I believe).

Best wishes,

jokamachi

Ciao!

I'd surely enjoy seeing that compilation. I assume that it includes Falstaff and Sir John Oldcastle.

Cheers,
Gary

Col_Pladoh

Monday, 5th June, 2006, 03:02 PM

Howdy Deuce Traveler,

That is an interesting and informative precis of the development of the fantasy game form on computer and for online pay. Thanks.

GameSpot had me tied with JRRT for #17 in the 30 most influential people in cmputer gaming, BTW :lol:

Cheers,
Gary

Deuce Traveler

Monday, 5th June, 2006, 05:26 PM

No problem, Gary. When the CRPG article comes out this summer I'll let you know in case you need something to help with any fits of insomnia.
;)

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Gary Gygax Q&A: Part X

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Col_Pladoh

Monday, 5th June, 2006, 05:36 PM

Quote:

*Originally Posted by **Deuce Traveler***

No problem, Gary. When the CRPG article comes out this summer I'll let you know in case you need something to help with any fits of insomnia. ;)

No way!

I am a game geek, so that sort of thing actually interests me :lol:

Cheers,
Gary

haakon1

Monday, 5th June, 2006, 09:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

I am a game geek

Hard to believe. :p

Sorry, it was just too easy. :heh:

Col_Pladoh

Monday, 5th June, 2006, 10:05 PM

Quote:

*Originally Posted by **haakon1***

Hard to believe. :p

Sorry, it was just too easy. :heh:

Nah!

It's easy to believe when you remember that I was named the number 1 nerd of all time, beating out all of Japan--came in 8th :lol:

Cheers,
Gary

haakon1

Tuesday, 6th June, 2006, 10:42 AM

Quote:

*Originally Posted by **Col_Pladoh***

It's easy to believe when you remember that I was named the number 1 nerd of all time

Who decided that? I mean, you and Al Gore both got into "Anthology of Interest" on Futurama, but you have one more movie (counting both D&D movies as yours), but then again Al invented the internet . . . you only invented most of the games on computers. (Sort of like how "The Honeymooners" invented most comedy on TV.) :p

Col_Pladoh

Tuesday, 6th June, 2006, 04:27 PM

Quote:

*Originally Posted by **haakon1***

Who decided that? I mean, you and Al Gore both got into "Anthology of Interest" on Futurama, but you have one more movie (counting both D&D movies as yours), but then again Al invented the internet . . . you only invented most of the games on computers. (Sort of like how "The Honeymooners" invented most comedy on TV.) :p

Heh...

Evidently you missed *Sync Magazine*, where in the December/January 2004/05 issue ran an article titled "The 50 biggest Nerds of All Time." Bill Gates was mentioned in 51st place, while I was named the #1 Nerd of All Time, the King of Nerds! :lol:

Cheers,
Gary

Palaner

Tuesday, 6th June, 2006, 04:54 PM

Probably been asked before...have you ever played a pen-and-paper roleplaying game online over a chat client?

Col_Pladoh

Tuesday, 6th June, 2006, 05:07 PM

Quote:

*Originally Posted by **Palaner***

Probably been asked before...have you ever played a pen-and-paper roleplaying game online over a chat client?

Actually I don't recall that question ever being asked before ;)

While I have known of such games for years, and the chap that runs Makray's Keep used to play in my campaign, I have not played online. The fact is that I was stretching it to have one night a week set aside for my face-to-face game. Now I do that and often play boardgames at my son Ernie's place on Monday afternoons, so semi-retirement is good :cool:

Cheers,
Gary

Gray Mouser

Tuesday, 6th June, 2006, 10:19 PM

Quote:

*Originally Posted by **Deuce Traveler***

Wizardry I also came out in 1981, and introduced the party concept into the CRPG, and was probably most like DnD. It sold very well and was a simple dungeon crawler, which appealed to those normally outside the fan base.

I started playing Wizardry shortly after I started playing D&D (the former being in probably early 1982 while the later was in 1981). I loved that game and it was an adequate substitute when a D&D game was unavailable. I should really check out ebay for a copy sometime ;)

Gray Mouser

JohnRTroy

Wednesday, 7th June, 2006, 12:00 AM

Hi Gary,

I thought of a question for you and figured it was so good enough to ask you publically. ;)

With the D&D cartoon show now playing on Toon Disney on the weekends, I was thinking of all of TSR's efforts in the early 80's to expand the D&D brand. I remember the LJN action figures, a coloring book (which I think was credited to you), and TSR's Endless Quest and HeartQuest books.

First of all, how many of these efforts were your idea, and overall did you see these as a big success or not? Is this something you would recommend any large gaming company attempt to do for their own brands? IMO, I liked the outreach to the younger audiences, and I think some of this is lacking in the Wizards/Hasbro market today.

Col_Pladoh

Wednesday, 7th June, 2006, 12:21 AM

Quote:

*Originally Posted by **JohnRTroy***

Hi Gary,

I thought of a question for you and figured it was so good enough to ask you publically. ;)

With the D&D cartoon show now playing on Toon Disney on the weekends, I was thinking of all of TSR's efforts in the early 80's to expand the D&D brand. I remember the LJN action figures, a coloring book (which I think was credited to you), and TSR's Endless Quest and HeartQuest books.

First of all, how many of these efforts were your idea, and overall did you see these as a big success or not? Is this something you would recommend any large gaming company attempt to do for their own brands? IMO, I liked the outreach to the younger audiences, and I think some of this is lacking in the Wizards/Hasbro market today.

Hi JRT!

To be brief, all of those, along with pajamas, sheets, candy, etc. were licensing deals made to bring in added revenue even as the products so

licensed helped to increase brand awareness. Licensing is something practised by most companies with a viable trade mark/brand name to offer. Film producers license many books and some theatrical plays to use as the basis for motion pictures. Roleplaying game companies license novels for use in their products.

None of this is something I thought of, but something that has been ongoing for many years.

Wise use of licensing opportunities is beneficial. One must be careful not to over-expose the licensed property.

Cheers,
Gary

JohnRTroy

Wednesday, 7th June, 2006, 01:20 AM

Heh, I kinda knew that. :p

There was a D&D Candy Bar?! :confused:

To make it an easy/quick answer, from the time you were involved in TSR (until 1986 or so), what non-game licensed product from D&D are you most proud of, and what product are you least proud of?

Col_Pladoh

Wednesday, 7th June, 2006, 04:25 PM

Quote:

*Originally Posted by **JohnRTroy***

Heh, I kinda knew that. :p

So you asked the question to test me., eh? :] :mad:

Quote:

There was a D&D Candy Bar?! :confused:

There was candy with the D&D name on it made in Spain. I don't recall what sort it was, but I think it was something similar to Gummi Bears.

Quote:

To make it an easy/quick answer, from the time you were involved in TSR (until 1986 or so), what non-game licensed product from D&D are you most proud of, and what product are you least proud of?

As there is nothing in to be particularly proud about, save by association, that is a difficult question. About the best I can respond is that I liked the "Big Wheel" with a dragon had on it, as did son Alex :lol: The bndy toys that TSR had made were dangerous for kids because of the interior wire. Otherwise the only gauge for measurement of a licensed product is its sales success, possibly the number of new consumers for the underlying game generated by that success.

Cheers,
Gary

Delta

Wednesday, 7th June, 2006, 04:37 PM

Historical Era of AD&D

Gary, I'm wondering what real-life era you think most closely corresponds to the AD&D worldview (esp., technology-wise).

For example, in the 1E DMG you mention that full plate armor is "a late development and is not considered (c. 1500)", although you did include it in *Unearthed Arcana*.

In the *Waterborne Adventures* section, you wrote that "Cogs, carracks, and caravels of the 13th and 14th centuries are considered to be excellent merchant ships". However, my reading of history is that carracks & caravels weren't invented until the mid-1400's, i.e., the 15th century.

I guess I'm most interested in the ships aspect. In your AD&D campaign, were carracks, caravels & naos (a) the majority of sailing ships (as in 1500's), (b) an elite minority (as in 1400's), or (c) only an exotic hypothetical prospect (as in 1300's or earlier)?

Col_Pladoh

Wednesday, 7th June, 2006, 04:50 PM

Quote:

*Originally Posted by **Delta***

Gary, I'm wondering what real-life era you think most closely corresponds to the AD&D worldview (esp., technology-wise).

For example, in the 1E DMG you mention that full plate armor is "a late development and is not considered (c. 1500)", although you did include it in Unearthed Arcana.

In the Waterborne Adventures section, you wrote that "Cogs, carracks, and caravels of the 13th and 14th centuries are considered to be excellent merchant ships". However, my reading of history is that carracks & caravels weren't invented until the mid-1400's, i.e., the 15th century.

I guess I'm most interested in the ships aspect. In your AD&D campaign, were carracks, caravels & naos (a) the majority of sailing ships (as in

The short answer to all that is: You are the DM, suit technology in the campaign to what you plan to do therein.

Full plate armor was a development of the 15th century, and when I was writing the pieces that comprised the bulk of the UA book my concept of developing technology in a fantasy milieu had altered. It then seemed illogical to me to have the level of advancement stuck in the early middle ages. Thus I had fragatas and sambuks and prahus and galleasses and galleons on the seas as well as junks, cogs, caravels, and carracks.

Cheers,
Gary

Palaner

Wednesday, 7th June, 2006, 05:12 PM

I was at work yesterday, bored as a two-by-four. It occurred to me that a simple plot generator might help with new DMs who don't have a clue what they're doing. Given a table of highly generic plot elements, do you think this would be useful?

BTW, check your email. ;)

Steverooo

Wednesday, 7th June, 2006, 05:38 PM

Medieval Technology

So with the 1400s-or-so tech., why no compasses in D&D?

Col_Pladoh

Wednesday, 7th June, 2006, 07:53 PM

Quote:

*Originally Posted by **Palaner***

I was at work yesterday, bored as a two-by-four. It occurred to me that a simple plot generator might help with new DMs who don't have a clue what they're doing. Given a table of highly generic plot elements, do you think this would be useful?

BTW, check your email. ;)

There is a volume titled *Insidae*, by Dan Cross, in the "Gygaxian Fantasy Worlds" reference book series that covers plotting stories and adventures in depth.

I go through about 150 incoming email messages each day, deleting the vast majority as they are SPAM :mad:

Cheers,
Gary

Col_Pladoh

Wednesday, 7th June, 2006, 07:55 PM

Quote:

*Originally Posted by **Steverooo***

So with the 1400s-or-so tech., why no compasses in D&D?

What is an Arrow of Direction if not a compass?

With so many armored folks about a normal one is likely to function properly only on a ship ;)

As the DM of your campaign world setting you can put as many in as you like, of course.

Cheers,
Gary

Palaner

Wednesday, 7th June, 2006, 08:47 PM

Only 150 spam messages? I must have more than that in my Gmail account every day. ;) There's an idea for an adventure...have the PCs encounter a whole bucketload of NPCs, each of which offer an adventure in exchange for some large portion of XP or gold.

Gray Mouser

Thursday, 8th June, 2006, 12:20 AM

Hey Gary, here's a question for you :)

We know that Mordenkainen was Bigby's mentor; under who did Mordenkainen fulfill his wizardly apprenticeship?

Gray Mouser

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Gary Gygax Q&A: Part X

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BOZ

Thursday, 8th June, 2006, 01:49 AM

good one. :)

airwalkrr

Thursday, 8th June, 2006, 09:56 AM

Here is a "just because I am wondering" question. How did the term "Dungeon Master" originate? Also, nowadays, there are many terms for the person who "runs" a roleplaying game (storyteller, game master, referee, judge, etc.). Of course it really makes no difference what one is called, but have you ever used variations of the term? I usually use DM when I am running D&D and "Game Master" when I am running other RPGs, and I am not sure why I developed the habit.

BOZ

Thursday, 8th June, 2006, 04:26 PM

did "game master" come about because it fit better for non-D&D RPGs? :)

Contrarian

Thursday, 8th June, 2006, 05:20 PM

Quote:

*Originally Posted by **BOZ****did "game master" come about because it fit better for non-D&D RPGs? :)*

Actually, I think "game master" came about because TSR trademarked "Dungeon Master" and "DM".

haakon1

Thursday, 8th June, 2006, 08:09 PM

Quote:

*Originally Posted by **Col_Pladoh****What is an Arrow of Direction if not a compass?*

In my campaign, I gave one of the characters +2 long sword that always tells true North; it's either Viking or Canadian in origin, obviously. :p

BOZ

Friday, 9th June, 2006, 01:57 AM

Quote:

*Originally Posted by **Contrarian****Actually, I think "game master" came about because TSR trademarked "Dungeon Master" and "DM".*

that would have been my second guess. :)

Col_Pladoh

Monday, 12th June, 2006, 05:11 PM

Quote:

*Originally Posted by **airwalkrr****Here is a "just because I am wondering" question. How did the term "Dungeon Master" originate? Also, nowadays, there are many terms for the person who "runs" a roleplaying game (storyteller, game master, referee, judge, etc.). Of course it really makes no difference what one is called, but have you ever used variations of the term? I usually use DM when I am running D&D and "Game Master" when I am running other RPGs, and I am not sure why I developed the habit.*

Howdy!

Just back at the computer after having a great time at the Lake GenevaGaming Convention :D

To the best of my knowledge the term "Dungeon Master" was coined by some unknown D&D game fan and used first in a fanzine. It caught on immediately. "Game MAsTer" was coined soon thereafter by those that did not want their RPG to be confused with D&D.

So of course the little Lejendary Adventure FRPG has "Lejend Masters"... :lol:

Cheers,
Gary

Col_Pladoh

Monday, 12th June, 2006, 05:13 PM

Quote:

*Originally Posted by **haakon1***

In my campaign, I gave one of the characters +2 long sword that always tells true North; it's either Viking or Canadian in origin, obviously. :p

Pish!

It is most certainly Chinese :p

:lol:
Gary

Col_Pladoh

Monday, 12th June, 2006, 05:14 PM

Quote:

*Originally Posted by **BOZ***

that would have been my second guess. :)

Noppers!

You were correct initially. The term "GM" was around a long time before T\$R decided to TM "DM"... :eek:

Cheers,
Gary

John Drake

Monday, 12th June, 2006, 09:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy!

Just back at the computer after having a great time at the Lake GenevaGaming Convention :D

Hey, good to have you back! :D How did the LGGC go overall, anyway? From what I hear, Frank Mentzer's quite the terror around the board game circuit, how'd people fare against him? Or against you for that matter? :)

Gray Mouser

Tuesday, 13th June, 2006, 03:18 AM

Hey Gary, I think you missed my question so I thought I'd repost it :)

Hope you had a good time at the LGGC, too.

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, here's a question for you :)

We know that Mordenkainen was Bigby's mentor; under who did Mordenkainen fulfill his wizardly apprenticeship?

Gray Mouser

Gray Mouser

Col_Pladoh

Tuesday, 13th June, 2006, 09:51 PM

Quote:

*Originally Posted by **John Drake***

Hey, good to have you back! :D How did the LGGC go overall, anyway? From what I hear, Frank Mentzer's quite the terror around the board game circuit, how'd people fare against him? Or against you for that matter? :)

I'll not be posting lengthy replies for a time--too frazzled. Our gamer company left today but tomorrow my daughter and grandson return from a trip up north.

The LGGC was great, a small intimate event just as was last year's. I don't know how anyone else's games went, as I wasn't at the Cove long

on any day...although I did play a *Chainmail* minis game for about an hour and a half, thanks Paul Stormberg, with Rob Kuntz, Bill Hoyer and John bobek on the side of Evil in the Hommlet moat house, and Jeff Perren, son Ernie, and me the Good guys. Great fun even if I got some of my troops ambushed by an enraged treant. When I bailed to have a presentation made by Frank Mentzer, Jim Lurvey took over for me.

I ran three sessions of the LA game on my front porch, eight players per. All had fun and I couldn't manage a single horrible death for one of the Avatars :]

Joseph Elric Smith plans to do a con report, and if he doesn't post it on the boards I will.

:lol:
Gary

Col_Pladoh

Tuesday, 13th June, 2006, 09:57 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Gary, I think you missed my question so I thought I'd repost it :)

Hope you had a good time at the LGGC, too.

Gray Mouser

T'was a really fun time--about 30 here for the Thursday night porch party, and folks dropping by every night after through Sunday. Last year about four bottles from a single case of beer were drunk. This year I think we went through four cases :eek:

My British friend and co-author Jon Creffield just left for the airport this afternoon. Wished he could have stayed longer to game more. All we had time to play was *Rail Baron* and cribbage :\

Anyway, I did miss that question. Sorry!

The background I created for Mordenkainen was Finnish-like in nature, and his master was a chap called Old Waino...

:cool:
Gary

John Drake

Tuesday, 13th June, 2006, 09:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

I'll not be posting lengthy replies for a time--too frazzled. Our gamer company left today but tomorrow my daughter and grandson return from a trip up north.

The LGGC was great, a small intimate event just as was last year's. I don't know how anyone else's games went, as I wasn't at the Cove long on any day...although I did play a Chainmail minis game for about an hour and a half, thanks Paul Stormberg, with Rob Kuntz, Bill Hoyer and John bobek on the side of Evil in the Hommlet moat house, and Jeff Perren, son Ernie, and me the Good guys. Great fun even if I got some of my troops ambushed by an enraged treant. When I bailed to have a presentation made by Frank Mentzer, Jim Lurvey took over for me.

I ran three sessions of the LA game on my front porch, eight players per. All had fun and I couldn't manage a single horrible death for one of the Avatars :]

Joseph Elric Smith plans to do a con report, and if he doesn't post it on the boards I will.

*:lol:
Gary*

That's awesome Gary! Hey, whatever works for you works for me (and everyone else here, I imagine! :)) Thanks ! :D

Col_Pladoh

Tuesday, 13th June, 2006, 10:00 PM

Quote:

*Originally Posted by **John Drake***

That's awesome Gary! Hey, whatever works for you works for me (and everyone else here, I imagine! :)) Thanks ! :D

Thanks, and welcome :D

Cheers,
Gary

Gray Mouser

Tuesday, 13th June, 2006, 10:06 PM

Quote:

*Originally Posted by **Col_Pladoh***

The background I created for Mordenkainen was Finnish-like in nature, and his master was a chap called Old Waino...

:cool:
Gary

Heh, thanks for the info, Colonel. Did Old Waino ever see any play as an NPC? Also, did you pick the name because of the Finnish sculpter named Waino? (I had never heard of it before this, myself.)

Gray Mouser

Col_Pladoh

Tuesday, 13th June, 2006, 10:15 PM

Quote:

*Originally Posted by **Gray Mouser***

Heh, thanks for the info, Colonel. Did Old Waino ever see any play as an NPC? Also, did you pick the name because of the Finnish sculpter named Waino? (I had never heard of it before this, myself.)

Gray Mouser

:lol:

No to both. I picked the name because one Vainomoinen was sometimes referred to as "Old Waino." I really was captivated with Finnish myth after seeing a B&W movie done by the Russians, I think, about him, Leminkainen, and Ilmarinen adventuring to Pojola and entering Louhi's fortress, then reading "The Green Magician" by de Camp and Pratt as well as the *Kalevala*.

Cheers,
Gary

airwalkrr

Wednesday, 14th June, 2006, 06:32 AM

Here's another Mordy question for ya Gary. Nowadays he is widely considered the greatest mage in the Flanaess. Did you ever envision Mordenkainen becoming such an important figure? Or did you just see him as your PC and only as great as you made him? Were there any characters that Mordenkainen aspired to be like?

Thanks!

BOZ

Wednesday, 14th June, 2006, 08:17 AM

Quote:

*Originally Posted by **Col_Pladoh***

Noppers!

You were correct initially. The term "GM" was around a long time before T&R decided to TM "DM"... :eek:

*Cheers,
Gary*

my second-guesses are often wrong. i need to learn to start trusting my first instinct. ;)

Col_Pladoh

Wednesday, 14th June, 2006, 04:27 PM

Quote:

*Originally Posted by **airwalkrr***

Here's another Mordy question for ya Gary. Nowadays he is widely considered the greatest mage in the Flanaess. Did you ever envision Mordenkainen becoming such an important figure? Or did you just see him as your PC and only as great as you made him? Were there any characters that Mordenkainen aspired to be like?

Thanks!

Survival and ability to adventure widely were my first concerns for Mordenkainen. When he made 12th level I decided he should have some greater purpose, so I added political concerns, keeping the balance in the Flanaess, growing powerful and influential, and keeping aggressive bad guys at bay. At no time was there a desire to rule more than a minor domain where he and his associates and followers would be secure and properly housed and fed. Of course, he had a lot of followers, so a small demesne was out of the question.

I do believe that Mordenkainen earned his twenty-something levels through cleverness, daring, a bit of luck, and dint of trying...often with the aid of his associates and followers. Nowadays he seldom ventures forth, but when he does it is in disguise and usually alone.

Cheers,
Gary

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Gary Gyga Q&A: Part X

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Col_Pladoh

Wednesday, 14th June, 2006, 04:29 PM

Quote:

*Originally Posted by **BOZ***

my second-guesses are often wrong. i need to learn to start trusting my first instinct. ;)

Spot on!

I learned that in test taking, Usually your first guess or hunch is correct, it being based on a subconscious memory of bit of reasoning.

Cheers,
Gary

KRBourgoine

Wednesday, 14th June, 2006, 05:03 PM

Greetings Gary,

I hope you are recovering well from the endless entertainment of the weekend. Of course if you ever have to recover from anything this is the best sort.

Thanks again for the abundant hospitality.

KRBourgoine

Col_Pladoh

Wednesday, 14th June, 2006, 05:25 PM

Quote:

*Originally Posted by **KRBourgoine***

Greetings Gary,

I hope you are recovering well from the endless entertainment of the weekend. Of course if you ever have to recover from anything this is the best sort.

Thanks again for the abundant hospitality.

KRBourgoine

Actually, no... :\\

That's mainly due to having posts like this to respond to :mad:

:lol:
Gary

KRBourgoine

Wednesday, 14th June, 2006, 05:45 PM

Ha!

Well if its any consolation I think I need another week off to recover from my vacation in the land of Gyga!

Cant wait for next year though. Next year, with less beer.

KRBourgoine

Col_Pladoh

Wednesday, 14th June, 2006, 05:54 PM

Quote:

*Originally Posted by **KRBourgoine***

Ha!

Well if its any consolation I think I need another week off to recover from my vacation in the land of Gygax!

Cant wait for next year though. Next year, with less beer.

KRBourgoine

Sounds good...

Bring more here, drink less of it!

:uhoh:
Gary

KRBourgoine

Wednesday, 14th June, 2006, 07:15 PM

Its good to hear Jon got off okay. I had a great time meeting him. I am pretty sure would be hard pressed to find a nicer, calmer, person. I can see why you hooked up with him to make the Lejendary Adventures suppliments and adventures.

Col_Pladoh

Wednesday, 14th June, 2006, 08:07 PM

Quote:

*Originally Posted by **KRBourgoine***

Its good to hear Jon got off okay. I had a great time meeting him. I am pretty sure would be hard pressed to find a nicer, calmer, person. I can see why you hooked up with him to make the Lejendary Adventures suppliments and adventures.

Indeed!

Jon is also one very creative chap, as his LA game modules and D20 splat books that we did for Mongoose demonstrate...although the editing on the latter was quite detrimental to content IMO.

For closers he is also the content editor for the vast majority of the 24 *Town of Yggsburgh* and Suburban Areas modules now in progress.

After one or two of the Castle Zagyg modules are in print, that lot will be released;)

Cheers,
Gary

airwalkrr

Thursday, 15th June, 2006, 08:09 AM

Here's another conundrum for you, Gary. When you and your buddies first starting this whole "roleplaying" thing, how did you approach character names? I've heard you mention Mordenkainen was based on Finnish but on the other end of the spectrum earlier in this thread you related the story of "Medium Rary" to us. Did you see character names as being important elements contributing to the fantasy or more like simple labels to refer to each character? Did people ever groan when someone introduced a character with a hackneyed or pun-originating name or was it all in good fun?

MutieMoe

Thursday, 15th June, 2006, 01:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

The background I created for Mordenkainen was Finnish-like in nature, and his master was a chap called Old Waino...

:cool:
Gary

:eek: Vaka vanha Gygax tietäjä iän-ikuinen!

I would have never guessed that, quite interesting tidbit of information .
I see you picked the "nen" from the common ending of many finnish surnames like example "Mustonen", "Virtanen" etc..

What exactly does "Finnish-like" mean? :D Was or is there more Kalevala-inspired things in Greyhawk or D&D in general? I remember at least the boxed sets of D&D having artifact that was the wife that Ilmarinen made of precious metals, but was there else?

jonesy

Thursday, 15th June, 2006, 02:31 PM

Quote:

*Originally Posted by **Col_Pladoh***

...I really was captivated with Finnish myth after seeing a B&W movie done by the Russians, I think, about him, Leminkainen, and Ilmarinen adventuring to Pojola and entering Louhi's fortress...

You don't mean [Sampo](#), do you? Now there's an obscure piece of cinematic...umm, something. :)

Quote:

Originally Posted by **airwalkrr**

Here's another conundrum for you, Gary. When you and your buddies first starting this whole "roleplaying" thing, how did you approach character names? I've heard you mention Mordenkainen was based on Finnish but on the other end of the spectrum earlier in this thread you related the story of "Medium Rary" to us. Did you see character names as being important elements contributing to the fantasy or more like simple labels to refer to each character? Did people ever groan when someone introduced a character with a hackneyed or pun-originating name or was it all in good fun?

In general most of the players, myself included when initially adventuring and not DMing, thought little of the PC's name, but more about what thrilling things would transpire. Thus my first character was bame Yrag, and some of the younger fellows in the group didn't even name their PC.

Don Kaye was a semi-exception with Murlynd. As I became a bit more engaged in the broader possibility spectrum of the game I did a more seriously considered PC, as already mentioned. That became common with most of the veterans in our group around that time.

Cheers,
Gary

Quote:

Originally Posted by **MutieMoe**

:eek: Vaka vanha Gygax tietäjä iän-ikuinen!

:uhoh:

About the closest to knowing Finnish is casually knowing a few Finns and a laplander :lol:

Quote:

I would have never guessed that, quite interesting tidbit of information .

I see you picked the "nen" from the common ending of many finnish surnames like example "Mustonen", "Virtanen" etc..

Heh...that was my purpose, as I planned to develop name chants to use against N/PCs that I found objectionable, as Vainomoinen found Kullervo ;) I did actually create one, but I never approached the DM of the group to invoke it. Anyway, the "nen" ending was for Vainomoinen, of course, as I was much taken with his character.

Quote:

What exactly does "Finnish-like" mean? :D Was or is there more Kalevala-inspired things in Greyhawk or D&D in general? I remember at least the boxed sets of D&D having artifact that was the wife that Ilmarinen made of precious metals, but was there else?

As there was no parallel to mythical Finland in the campaigns I played in, nor on the continent presented in the *World of Greyhawk* setting, the best I could manage was to have a few outstanding persons (such as Louhi) and objects brought into play. I did have a Sampo, but it was not the same as that that Ilmarinen made that ground out grain, gold, and salt. I have forgotten what it actually produced, but IIRC it milled small quantities of alcohol, porridge, and copper once per day, not continually.

Anyway, if I had been selecting a name closer to my family's traditional ancestor, I would have based my PC's name on a mythic figure such as Wipunen.

Cheers,
Gary

Quote:

Originally Posted by **jonesy**

You don't mean [Sampo](#), do you? Now there's an obscure piece of cinematic...umm, something. :)

Possibly, thanks!

I caught the movie about 10 minutes after it began, watched it to the conclusion on my black & white television set. It looked to have been onl, but whi can say, as reception back then was often poor.

The name of the US version makes me think it is the movie I so enjoyed, as there was much ice and snow in the environment. As I recall the Sampo is in the heroes' ship when it goes down...thus matching the fable of how the sea became salty.

Cheers,
Gary

Quote:

Originally Posted by **Col_Pladoh**

Quote:

Originally Posted by **MutieMoe**

:eek: Vaka vanha Gyga tietäjä iän-ikuinen!

:uhoh:

About the closest to knowing Finnish is casually knowing a few Finns and a laplander :lol:

Vaka vanha is the, umm, title given to Väinämöinen in most of the verses that concern him in Kalevala. Vaka means steadfast, vanha means old. Together they mean someone who, though old, is aging very respectably. Like those Himalayan guys who look like they are a million years old, yet can carry more stuff than anyone up a mountain, vertically. Iän-ikuinen means everlasting and tietäjä is a sage or a guru (though in this instance wizard might be more apt). :)

Col_Pladoh

Thursday, 15th June, 2006, 07:43 PM

Quote:

Originally Posted by **jonesy**

Vaka vanha is the, umm, title given to Väinämöinen in most of the verses that concern him in Kalevala. Vaka means steadfast, vanha means old. Together they mean someone who, though old, is aging very respectably. Like those Himalayan guys who look like they are a million years old, yet can carry more stuff than anyone up a mountain, vertically. Iän-ikuinen means everlasting and tietäjä is a sage or a guru (though in this instance wizard might be more apt). :)

Thanks for the enlightenment :D

Maybe "enchanter" is the best translation of tietäjä in regards Vainomoinen, eh?

BTW, the lead programmer for the LA MMP online game is from Finland.

Cheers,
Gary

jonesy

Thursday, 15th June, 2006, 07:57 PM

Quote:

Originally Posted by **Col_Pladoh**

Maybe "enchanter" is the best translation of tietäjä in regards Vainomoinen, eh?

I think enchanter fits Ilmarinen somewhat better what with his forge creations.

Maybe 'spellsinger' for Väinämöinen? ;)

Col_Pladoh

Thursday, 15th June, 2006, 08:07 PM

Quote:

Originally Posted by **jonesy**

I think enchanter fits Ilmarinen somewhat better what with his forge creations.

Maybe 'spellsinger' for Väinämöinen? ;)

Actually, from my reading "Enchantment" fits most of the magic enacted by the various persons in the Kalevala. Although a kantele is often employed, that does not move the resulting spell from the chanting category, so "Enchanter" seems accurate to me. In mythology and folklore there are no spellsingers named per se. are there?

Cheers,
Gary

jonesy

Thursday, 15th June, 2006, 08:16 PM

Quote:

Originally Posted by **Col_Pladoh**

In mythology and folklore there are no spellsingers named per se. are there?

I was thinking of the instance where Väinämöinen sings Joukahainen into a swamp. His singing is so powerful that the lakes spill over, mountains start shaking, hills split apart, and that's only the beginning.

In the same part his honorific becomes 'laulaja iän-ikuinen' (singer everlasting), instead of tietäjä.

Col_Pladoh

Thursday, 15th June, 2006, 09:21 PM

Quote:

*Originally Posted by **jonesy***

I was thinking of the instance where Väinämöinen sings Joukahainen into a swamp. His singing is so powerful that the lakes spill over, mountains start shaking, hills split apart, and that's only the beginning.

In the same part his honorific becomes 'laulaja iän-ikuinen' (singer everlasting), instead of tietäjä.

Heh,

Okay, he sings his enchantments, musical chanting as it were, as he used when he sent the "callow youth of Lapland into and under the ground."

Cheers,
Gary

MutieMoe

Thursday, 15th June, 2006, 09:56 PM

Thanks for answers mister Gygax. :D

What a wonderful era of internet technology, I cant believe I'm involved discussion about D&D, Greyhawk and Kalevala with Gary Gygax himself answering questions and as one participants of the discussion. Cool.

First (and last) finnish language D&D rules (later editions came to the country in english language) were the boxed sets (Red Box, Blue Box etc..), I was wondering about the rules for characters ascending to immortals, as they were offering quite dramatic shift from style of play introduced on earlier sets, I am asking were they part of original vision for D&D or were they later additions by different authors?

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Gary Gygax Q&A: Part X

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Col_Pladoh

Thursday, 15th June, 2006, 10:13 PM

Quote:

*Originally Posted by **MutieMoe****Thanks for answers mister Gygax. :D**What a wonderful era of internet technology, I cant believe I'm involved discussion about D&D, Greyhawk and Kalevala with Gary Gygax himself answering questions and as one participants of the discussion. Cool.**First (and last) finnish language D&D rules (later editions came to the country in english language) were the boxed sets (Red Box, Blue Box etc..), I was wondering about the rules for characters ascending to immortals, as they were offering quite dramatic shift from style of play introduced on earlier sets, I am asking were they part of original vision for D&D or were they later additions by different authors?*

Agreed!

This is a splendid form of communication between distant parties.

The Immortals addition to the D&D game was done by Frank Mentzer with my approval. I thought it brought an interesting new prospect to the game for those participants desiring high-level PC play.

cheers,
Gary

John Drake

Thursday, 15th June, 2006, 10:50 PM

Yeah, it is pretty awesome being able to converse with the fellow who created my favourite hobby! Thanks for that , btw :)

Hey Gary, just curious about a couple of things: do you ever play OD&D (74 editon) these days at all, and if you do, do you use the all the supplements or just the original box?

And, forgive me for asking this question, as I'll bet it was asked previously, but why was the Bard class in AD&D presented in the appendix of the PHB as opposed to being presented with the rest of the classes? Too powerful perhaps?

That about does it for now, Gary. Thanks for your time, as always, greatly appreciated! :D

Valdur

Friday, 16th June, 2006, 06:27 AM

Gary,
What are some of your all time favorite D&D adventure modules?

What did you think about the Star Frontiers RPG back when it was released? Looking back, has your opinion changed any now that you favor 'rules lite' games? How successful was it in the marketplace compared to other non-D&D RPGs?

airwalkrr

Friday, 16th June, 2006, 08:21 AM

A neverending stream of questions this thread be, arg! (that's pirate-talk for those of sufficient sophistication to miss my silly reference) Anyway, since immortals and deities have been brought up, I am interested to know your take, Gary, on how mortals should interact with immortals. In the original incarnation of the game, did you and your group think mortals should ever be capable of rising to the power of immortals/gods or being capable of surviving against them on the field of battle should such an event take place? At least with some of the deities in legends and lore and deities and demigods, it seems like a well-built party of 20th level characters could hold their own against a deity, at least for a little while (as long the DM was competent of course).

Steverooo

Friday, 16th June, 2006, 12:48 PM

Quote:

*Originally Posted by **Col_Pladoh****In mythology and folklore there are no spellsingers named per se. are there?*

Orpheus?

Col_Pladoh

Friday, 16th June, 2006, 04:12 PM

Quote:

*Originally Posted by **John Drake***

Yeah, it is pretty awesome being able to converse with the fellow who created my favourite hobby! Thanks for that , btw :)

Welcome of course.

Quote:

Hey Gary, just curious about a couple of things: do you ever play OD&D (74 edition) these days at all, and if you do, do you use the all the supplements or just the original box?

Yes, only the three booklets and with house rules adjusting HPs and the effects of high, 15 or better, attributes of Str, Int, Wis, Dex, and Con. Each is given a +1 benefit to stats or spells.

Quote:

And, forgive me for asking this question, as I'll bet it was asked previously, but why was the Bard class in AD&D presented in the appendix of the PHB as opposed to being presented with the rest of the classes? Too powerful perhaps? That about does it for now, Gary. Thanks for your time, as always, greatly appreciated! :D

It was left in an appendix because it was optional and I felt it didn't fit the AD&D system and mechanics as well as it might with more work. It is a potent class, but cumbersome.

Cheers,
Gary

Col_Pladoh

Friday, 16th June, 2006, 04:19 PM

Quote:

*Originally Posted by **Valdur***

*Gary,
What are some of your all time favorite D&D adventure modules?*

What did you think about the Star Frontiers RPG back when it was released? Looking back, has your opinion changed any now that you favor 'rules lite' games? How successful was it in the marketplace compared to other non-D&D RPGs?

:lol:

those that I wrote, of course, or else I would have had no business having them published. As I was always very busy GMing or creating I scarcely had time to play in other authors' scenarios. I did especially enjoy the Slave Pits', the adventure that Rob wrote up as Mordenkainen's Fantastic' and The Abduction of Good King Despot.

I play tested and enjoyed the Star Frontiers RPG. I didn't find that it was particularly rules heavy, although it was not properly supported. It was not promoted well either, so the game was one that was a wash in regards profit and loss, thus it was dropped.

Cheers,
Gary

Col_Pladoh

Friday, 16th June, 2006, 04:23 PM

Quote:

*Originally Posted by **airwalkrr***

A neverending stream of questions this thread be, arg! (that's pirate-talk for those of sufficient sophistication to miss my silly reference) Anyway, since immortals and deities have been brought up, I am interested to know your take, Gary, on how mortals should interact with immortals. In the original incarnation of the game, did you and your group think mortals should ever be capable of rising to the power of immortals/gods or being capable of surviving against them on the field of battle should such an event take place? At least with some of the deities in legends and lore and deities and demigods, it seems like a well-built party of 20th level characters could hold their own against a deity, at least for a little while (as long as the DM was competent of course).

:confused:

Hey, I get paid for consulting work :lol:

The boxed D&D game was Frank's baby, AD&D my purview.

As for mortals in conflict with true deities, I'd say they have the same chance a fly has against a fly swatter :eek:

Cheers,
Gary

Col_Pladoh

Friday, 16th June, 2006, 04:25 PM

Quote:

*Originally Posted by **Steverooo***

Orpheus?

Nice try, but I think not. his playing and singing were so marvelous that they had a magical effect, but there were no spells *per se*. involved.

Cheers,
Gary

haakon1

Saturday, 17th June, 2006, 01:33 AM

Quote:

*Originally Posted by **MutieMoe***

What a wonderful era of internet technology, I cant believe I'm involved discussion about D&D, Greyhawk and Kalevala with Gary Gygax himself answering questions and as one participants of the discussion. Cool.

It's quite amazing, isn't it. Thanks, Gary. And more importantly, thanks to another of the guest stars on the Futurama episode "Anthology of Interest", without whom none of this would be possible. I speak not of the lovely and talented Nichelle Nichols, but of the lovely and talented Al Gore, inventor of the internet and once-and-future Vice President to the Clintons. :p

tylerthehobo

Saturday, 17th June, 2006, 01:45 AM

Hi, Gary,

I'm sure it's been asked before, but how did you (and TSR) feel about the slew of D&D-inspired video-games that came out in the early 80s? (Tunnels of Doom, Ultima, Wizardry, etc.) Not from a legal perspective - I'm assuming you can't comment on that - but from a perspective of how your game was impacting other media. Did you see that a positive "hey we got something here" kind of thing? Or was it something less expected?

Best,

Tyler the Hobo

airwalkrr

Saturday, 17th June, 2006, 05:20 AM

Quote:

*Originally Posted by **Col_Pladoh***

As for mortals in conflict with true deities, I'd say they have the same chance a fly has against a fly swatter

LOL So I guess no one ever tangled with deities in your campaigns. Did you know of anyone that did? What exactly do you see the role of deities in a fantasy RPG being? Are they plot elements? Supporting characters? Ambience?

MutieMoe

Saturday, 17th June, 2006, 03:46 PM

For a while I have wondered that although Finnish roleplaying scene is very productive in creating articles and interviews few look back to history of the hobby and persons that started this all, at least to my knowledge in various finnish language media, fanzines, community websites and magazines there has not yet been any interviews of the most well known person in the hobby, Gary Gygax.

How should I contact you if I would like to do an interview through e-mail for example?
Would you be willing to answer some questions I have prepared?

Jonas Mustonen

jonas.mustonen(at)kolumbus.fi

John Drake

Saturday, 17th June, 2006, 03:51 PM

Hiya, Gary!

While we seem to be on the topic of the divine, here's another query: now, I realise as you stated previously that BECMI D&D was Frank's baby and all, but how come there was never really any inclusion of a pantheon of gods in that setting like in Greyhawk? Personally, it never bothered me at the time (nor does it now :)) but it's something I've been curious about in recent years, as I've considered running an AD&D 1e campaign there and saw that only immortals are presented as a pantheon, so to speak. Thanks, as always Gary!

tylerthehobo

Saturday, 17th June, 2006, 03:58 PM

Quote:

*Originally Posted by **John Drake***

Hiya, Gary!

While we seem to be on the topic of the divine, here's another query: now, I realise as you stated previously that BECMI D&D was Frank's baby and all, but how come there was never really any inclusion of a pantheon of gods in that setting like in Greyhawk? Personally, it never bothered me at the time (nor does it now :)) but it's something I've been curious about in recent years, as I've considered running an AD&D 1e campaign there and saw that only immortals are presented as a pantheon, so to speak. Thanks, as always Gary!

(FWIW there were gods and a very loose pantheon in the Gazetteer series in the late 80s, but yeah, I always found it odd that characters were clerics of a nonexistent pantheon.)

SuStel

Saturday, 17th June, 2006, 04:23 PM

Quote:

*Originally Posted by **Col_Pladoh***

As for mortals in conflict with true deities, I'd say they have the same chance a fly has against a fly swatter :eek:

Oh, you mean constant missing and the fly dying of old age while it buzzes around your head? :p

Col_Pladoh

Saturday, 17th June, 2006, 04:47 PM

Quote:

*Originally Posted by **tylerthehobo***

Hi, Gary,

I'm sure it's been asked before, but how did you (and TSR) feel about the slew of D&D-inspired video-games that came out in the early 80s? (Tunnels of Doom, Ultima, Wizardry, etc.) Not from a legal perspective - I'm assuming you can't comment on that - but from a perspective of how your game was impacting other media. Did you see that a positive "hey we got something here" kind of thing? Or was it something less expected?

Best,

Tyler the Hobo

I can speak only for myself.

When those games came out I wondered why TSR had not developed their own, named it D&D, and dominated the marketplace. I had urged the company to do computer games, but those types chosen and developed were not popular. :confused:

Cheers,
Gary

Col_Pladoh

Saturday, 17th June, 2006, 04:50 PM

Quote:

*Originally Posted by **airwalkrr***

LOL So I guess no one ever tangled with deities in your campaigns. Did you know of anyone that did? What exactly do you see the role of deities in a fantasy RPG being? Are they plot elements? Supporting characters? Ambience?

Only plot elements as are the gods in Greek epics. They are necessary for ecclesiastics, excellent arch-villains and ultimate rescuers.

Cheers,
Gary

Col_Pladoh

Saturday, 17th June, 2006, 04:54 PM

Quote:

*Originally Posted by **MutieMoe***

For a while I have wondered that although Finnish roleplaying scene is very productive in creating articles and interviews few look back to history of the hobby and persons that started this all, at least to my knowledge in various Finnish language media, fanzines, community websites and magazines there has not yet been any interviews of the most well known person in the hobby, Gary Gygax.

*How should I contact you if I would like to do an interview through e-mail for example?
Would you be willing to answer some questions I have prepared?*

Jonas Mustonen

jonas.mustonen(at)kolumbus.fi

Heh...

My email addy is no secret: ggygax@genevaonline.com

I no longer do extensive Q&A sessions, though. I've had my fill of them over the years, I am semi-retired, and my life rights for a movie have been optioned (unlikely to be made into a film, of course) and an agent is seeking a biographer to develop the autobiographical material I have written. Both of the latter meant/will mean, endless question and answer sessions :)

Cheers,

Quote:

*Originally Posted by **John Drake***

Hiya, Gary!

While we seem to be on the topic of the divine, here's another query: now, I realise as you stated previously that BECMI D&D was Frank's baby and all, but how come there was never really any inclusion of a pantheon of gods in that setting like in Greyhawk? Personally, it never bothered me at the time (nor does it now :)) but it's something I've been curious about in recent years, as I've considered running an AD&D 1e campaign there and saw that only immortals are presented as a pantheon, so to speak. Thanks, as always Gary!

;)

Short answer:

The material was kept as generic as possible by not dictating or even suggesting a pantheon. Such information was available elsewhere, eh?

Cheers,
Gary

Gary Gygax Q&A: Part X

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Col_Pladoh

Saturday, 17th June, 2006, 04:59 PM

Quote:

*Originally Posted by **SuStel***

Oh, you mean constant missing and the fly dying of old age while it buzzes around your head? :p

Pish & Tosh,

More like the "Little Tailor," *Seven with One Blow*. A **normal** person can easily swat a fly with a fly swatter, and my challenge it to kill them with hands only...which I do with some facility :]

Cheers,
Gary

John Drake

Saturday, 17th June, 2006, 05:14 PM

Quote:

*Originally Posted by **Col_Pladoh***

;)

Short answer:

The material was kept as generic as possible by not dictating or even suggesting a pantheon. Such information was available elsewhere, eh?

*Cheers,
Gary*

:) Gotcha... :)

Col_Pladoh

Saturday, 17th June, 2006, 05:19 PM

Quote:

*Originally Posted by **John Drake***

:) Gotcha... :)

Yuppers...

Boost the sales of *Deities & Demigods* :lol:

Cheers,
Gary

John Drake

Saturday, 17th June, 2006, 05:36 PM

Quote:

*Originally Posted by **Col_Pladoh***

Yuppers...

*Boost the sales of *Deities & Demigods* :lol:*

*Cheers,
Gary*

:lol:

Well it certainly worked! :) So, Gary, as this topic of deities and such continues, I'm curious as to which mythology or pantheon you have a soft spot for, out of real-world mythologies? My personal fav has always been the Norse, followed by Celtic and Egyptian.

Col_Pladoh

Saturday, 17th June, 2006, 09:07 PM

Quote:

*Originally Posted by **John Drake***

:lol:

Well it certainly worked! :) So, Gary, as this topic of deities and such continues, I'm curious as to which mythology or pantheon you have a soft spot for, out of real-world mythologies? My personal fav has always been the Norse, followed by Celtic and Egyptian.

Well...

I likely have spent more time with Egyptian than any other, and I find the material regarding the Duat fascinating, compelling; but otherwise I enjoy virtually all the well-detailed mythologies equally.

Cheers,
Gary

airwalkrr

Monday, 19th June, 2006, 06:32 AM

Since I like talking about deities, I'm wondering other things now. :) (kick me if I start asking too many questions, Gary) LOL

So how did you get the idea that D&D should be a game of pantheonistic religion? It is rare to encounter monotheistic or even dualistic religions in D&D campaign settings and most home campaign DMs I have played with use pantheons as well, either mythological, adapted ones, or their own creations.

Also, did the Greyhawk deities have any mythological origins or did you create them using nothing more than your imagination and your subconscious? ;)

Thanks!

MutieMoe

Monday, 19th June, 2006, 01:49 PM

Live roleplaying or LARPing is one of the popular forms of roleplaying in Scandinavia at the moment (I don't know about United States), did you foresee the coming of LARPing, and have you taken part in live roleplaying games?

Col_Pladoh

Monday, 19th June, 2006, 03:43 PM

Quote:

*Originally Posted by **airwalkrr***

Since I like talking about deities, I'm wondering other things now. :) (kick me if I start asking too many questions, Gary) LOL

So how did you get the idea that D&D should be a game of pantheonistic religion? It is rare to encounter monotheistic or even dualistic religions in D&D campaign settings and most home campaign DMs I have played with use pantheons as well, either mythological, adapted ones, or their own creations.

Also, did the Greyhawk deities have any mythological origins or did you create them using nothing more than your imagination and your subconscious? ;)

Thanks!

Heh...I am here to answer questions, no? :D

Pantheons of deities are the usual in authored fantasy, and they suit a role-playing game in that genre well. That is why I adopted the concept so as to have a reason for and empower the clerics in the game.

The World of Greyhawk deities came directly from my creative imaginings, or those of a few others such as Len Lakofka and Roger Moore.

Cheers,
Gary

Col_Pladoh

Monday, 19th June, 2006, 03:52 PM

Quote:

*Originally Posted by **MutieMoe***

Live roleplaying or LARPing is one of the popular forms of roleplaying in Scandinavia at the moment (I don't know about United States), did you foresee the coming of LARPing, and have you taken part in live roleplaying games?

:eek:

I played live-action games of make-believe, each of the other participants taking a specific role, beginning when I was around five years of age on to around age 11. We called it "Let's Pretend," "Cops & Robbers," or various other names back then. When I was nine years of age we actually played with a game master and props.

As to foreseeing it as a commercial enterprise, I did not, as I assumed most gamers would have had a fill of LARPing as children, and the game form is not one that will generate much revenue for the publisher. All that said, I have nothing against the LARP or those that enjoy doing so. Having fun playing a game is what counts.

There were scores of LARPer's coming here to play in Lake Geneva a few years back, and I would watch large groups of them walking about town, playing at night in the park across the street from our house. The slack-jawed locals must have been nervous about young people dressed in Goth clothing, though, for a city ordinance against gatherings of some size occurring after dark in the parks, so there went a good deal of harmless entertainment for many people.

Cheers,
Gary

seskis281

Tuesday, 20th June, 2006, 09:14 PM

Chronicles Material

Hey Gary,

I joined this thread about a year ago but got consumed with work directing plays and teaching so it's been awhile... since my wife and I live just a little ways north in Manitowoc we had hoped to come down for the Con several weeks ago but alas medical problems and surgery for her this summer intervened - so we hope there will be another one next year.

I finally had time to procure the LA essentials set and I've also ordered all the C&C materials. I did have a question - in my LA box it had promo page for two books of "The Chronicles of LA," a gazetteer and "Noble Kings and Dark Lands." The Trolllord's web site doesn't list these items under LA - are they out of print or defunct with Hekaforge? I am very interested in the setting so if you know where I can get them I'd greatly appreciate it.

Col_Pladoh

Tuesday, 20th June, 2006, 10:07 PM

Quote:

*Originally Posted by **seskis281***

Hey Gary,

I joined this thread about a year ago but got consumed with work directing plays and teaching so it's been awhile... since my wife and I live just a little ways north in Manitowoc we had hoped to come down for the Con several weeks ago but alas medical problems and surgery for her this summer intervened - so we hope there will be another one next year.

Howdy!

The LGGC is already set for June of 2007, Fathers' Day Weekend, and we expect to host a pre-con party here as we did last year and this. The Trolls enjoy this are, putting on a small event, having so much fun, so they are considering having one this fall, an Autumn in Lake Geneva Gaming Convention...hopefully in early October if it happens ;)

Quote:

I finally had time to procure the LA essentials set and I've also ordered all the C&C materials. I did have a question - in my LA box it had promo page for two books of "The Chronicles of LA," a gazetteer and "Noble Kings and Dark Lands." The Trolllord's web site doesn't list these items under LA - are they out of print or defunct with Hekaforge? I am very interested in the setting so if you know where I can get them I'd greatly appreciate it.

Those are indeed Hekaforge paperbacks, and as far as I know they are still available from Chris Clark of Inner city Game Designs. Chris is currently working on the third book in the five book series covering the *Legendary Earth* World Setting. contact him.

Cheers,
Gary

MutieMoe

Wednesday, 21st June, 2006, 07:44 AM

Where did the idea of character advancement (levels and gaining experience etc.) come from?

Col_Pladoh

Wednesday, 21st June, 2006, 03:56 PM

Quote:

*Originally Posted by **MutieMoe***

Where did the idea of character advancement (levels and gaining experience etc.) come from?

Its basis was the *Chainmail* military miniatures rules, "Fantasy Supplement"

In that section of the work Heros required four hits to be killed, superheroes eight. IIRR, there were also two grades of magic-users, a wizard and another sort with fewer spells. (Sorry, but I don't have a copy of the 1971 book to check regarding the latter.)

Cheers,
Gary

John Drake

Wednesday, 21st June, 2006, 11:52 PM

Heya Gary

Just curious, when you run LA, D&D or what have you, do you utilize miniatures? I do like them a quite a bit myself, even though sometimes my

group can get a little pre-occupied with the strategy element as opposed to doing things based off of what the PC personality might actually do. If the above is applicable then I have another question: do you paint/still paint minis, and how proficient are you? I find it quite challenging and immensely rewarding, when I have the time to engage in such a time consuming activity. Anyway, just wondering, thanks Gary! :)

Col_Pladoh

Thursday, 22nd June, 2006, 12:40 AM

Quote:

*Originally Posted by **John Drake***

Heya Gary

Just curious, when you run LA, D&D or what have you, do you utilize miniatures? I do like them a quite a bit myself, even though sometimes my group can get a little pre-occupied with the strategy element as opposed to doing things based off of what the PC personality might actually do. If the above is applicable then I have another question: do you paint/still paint minis, and how proficient are you? I find it quite challenging and immensely rewarding, when I have the time to engage in such a time consuming activity. Anyway, just wondering, thanks Gary! :)

Howdy John!

As a matter of habit I seldom use miniature figurines. None of my regulars bring one to represent their character/Avatar, and while I have plenty of such figurines they could use, I do not have much in the way of creature sorts, so those would have to be dice. That sort of spoils the spectacle.

When we do formal demos, though, we use Dwarven Forge dungeons/caves and miniatures.

Cheers,
Gary

bowbe

Thursday, 22nd June, 2006, 04:33 AM

Quote:

*Originally Posted by **Col_Pladoh***

The Trolls enjoy this are, putting on a small event, having so much fun, so they are considering having one this fall, an Autumn in Lake Geneva Gaming Convention...hopefully in early October if it happens ;)

Ah... good fishing season on the lakes! Makes me miss the yearly jaunts to Kenosha to see my family. Course none of them live there anymore.

Is Alex going to be at Gen Con this year? If so tell him Case said lunch is on him again!

Case

airwalkrr

Thursday, 22nd June, 2006, 07:33 AM

So Gary (continuing the deities theme), what do you think of campaigns that have the end goal of killing a deity? Hogwash? Super-hero stuff?

(This question is in no way related to the Age of Worms...)

Col_Pladoh

Thursday, 22nd June, 2006, 03:02 PM

Quote:

*Originally Posted by **bowbe***

Ah... good fishing season on the lakes! Makes me miss the yearly jaunts to Kenosha to see my family. Course none of them live there anymore.

Is Alex going to be at Gen Con this year? If so tell him Case said lunch is on him again!

Case

Howdy Case,

Lake Geneva was a great fishing lake--German brown trout, northern pike, pickerel, walleye pike, large- and small-mouth bass, white bass (fun to catch, bad eating), crappie, bluegill, and yellow perch. Cisco through the ice. The motor boat and jet ski traffic is now so bad in summer that fishing is not so good. One must go in early spring and fall.

Alex is planning on making it to genCon, and I have passed along your message :cool:

Cheers,
Gary

Col_Pladoh

Thursday, 22nd June, 2006, 03:05 PM

Quote:

*Originally Posted by **airwalkrr***

So Gary (continuing the deities theme), what do you think of campaigns that have the end goal of killing a deity? Hogwash? Super-hero stuff?

(This question is in no way related to the Age of Worms...)

That sort of campaign is hogwash in terms of the FRPG, proper for a comic book superhero system where the characters can become tremendously powerful and need such opponents to make the game even vaguely interesting. In short, I think the concept is childish and not worth pursuing by mature gamers.

Cheers,
Gary

JohnRTroy

Friday, 23rd June, 2006, 02:09 AM

Quote:

Originally Posted by **Col_Pladoh**

That sort of campaign is hogwash in terms of the FRPG, proper for a comic book superhero system where the characters can become tremendously powerful and need such opponents to make the game even vaguely interesting. In short, I think the concept is childish and not worth pursuing by mature gamers.

Cheers,
Gary

Why end D3/Q1 with that goal then? Lolth was worshiped by most of the drow, so I'd assume she was a demonic deity. Zuggtmoy as well.

And even though Gord was a series of novels and not a game campaign I saw that as a pretty cool archetypical 1st edition campaign going from 1st level to the ultimate end of a campaign, eh? He did say "a deity", not a pantheon.

Is this a perspective you've changed with over time? While I hate the "cool, we can kill all the gods" mentality, I also dislike the alternate "gods can NEVER have stats and are totally beyond mortal ken" approach either.

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Gary Gygax Q&A: Part X

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Mark

Friday, 23rd June, 2006, 02:46 AM

Someone has a B-Day coming up in about a month.

seskis281

Friday, 23rd June, 2006, 06:44 AM

Hello Gary,

I have been spending time the last two days with my new LA essentials set and have a few questions.

I downloaded an Avatar sheet and have been doing character creation - I am assuming a few things on the sheet are from the full rules and not part of the essentials (Intellect, Capacities/Handicaps). A lot of things I like here, especially in simplicity of stats, the harm setup for both health and armor (finally the common sense that armor might need mending), etc.

I do have a question that confuses me though - I rolled up a Human Mage order Avatar that I wanted to also be strong in combat, so I chose Abilities (in order) Enchantment, Arcana, Weapons, Learning, Metallurgy. After all the setup, I had an Avatar with stats Health 57, Precision 56, Speed 15, with Enchantment 17, Arcana 14, Weapons 39, Learning 25 and Metallurgy 12, and 62 AEP's.

The question I have is about activating energies during combat situations. With an Enchantment of 17, if I am reading right, would have a slightly less than 1 in 5 chance of activating just on the base score. The use of activations as I read are also supposed to be adjusted based on conditions, ranging from +10 for Danger Clear and Present to +100 for actual harm. If this is the case how could my Avatar ever hope to activate a Flame Gout (for instance) while in combat? It also seems like even using every merit gained to increase enchantment ability would still take almost a year (assuming 1 evening a week game at the 250 per 3-4 hour session mentioned in the book) to increase to a level where the Avatar would even have a decent chance to activate his energies under combat/stressful situations.

Is this a purposeful subduing of magical abilities for lower power Avatars? Or I am misreading this?

Thanks,
John W. :cool:

Deuce Traveler

Friday, 23rd June, 2006, 09:37 AM

Quote:

Originally Posted by **Col_Pladoh**

That sort of campaign is hogwash in terms of the FRPG, proper for a comic book superhero system where the characters can become tremendously powerful and need such opponents to make the game even vaguely interesting. In short, I think the concept is childish and not worth pursuing by mature gamers.

*Cheers,
Gary*

I whipped out my old gold box DnD Immortal Rules the other day. There was no way even the lowliest of gods could have been killed by a party of 36th level characters. At best, they could 'banish' the entity, but even that was unlikely. I liked these rules, since it was connected to DnD, but at the same time your character had moved to another reality. When I was 8 years old, and given my first red box set (even though it said for ages 10 and above) I created a character called Treetop the Ninja (Fighter, level 1). It took me until I was 15 to reach level 36th, and then he became an immortal. The Immortal Rules were so different from the first four boxes, that I changed his character name and the features of the body he created to inhabit. In my mind he became so much more powerful, that I felt I had to divorce his new existence from that of the mortal world. He left all attachments to the old kingdom. Why would an immortal want to take over an inhabited planet when he could create and control his own worlds?

I think a party could have an interesting 'god-killing' game, but the immortal's status would have to be redefined. Such as when Conan would meet alien beings that the locals would worship as gods, and prove them wrong by striking it down in a barbaric rage. If ran properly, the DM can draw up an adventure with an ageless creature that has fanatical followers and plans to take over the world. Its powers are so great that the followers believe it to be a god, but it can be harmed and even killed with the right weaponry.

Steverooo

Friday, 23rd June, 2006, 10:11 AM

Quote:

Originally Posted by **seskis281**

I do have a question that confuses me though - I rolled up a Human Mage order Avatar that I wanted to also be strong in combat, so I chose Abilities (in order) Enchantment, Arcana, Weapons, Learning, Metallurgy. After all the setup, I had an Avatar with stats Health 57, Precision 56, Speed 15, with Enchantment 17, Arcana 14, Weapons 39, Learning 25 and Metallurgy 12, and 62 AEP's.

...

Is this a purposeful subduing of magical abilities for lower power Avatars? Or I am misreading this?

I think you did something wrong... I've never seen the Essentials boxed set, but IF it works the same as LA, Enchantment should be (4 x Speed), or about 60%. A better place to ask is here: [LAddicts](#).

Gray Mouser

Friday, 23rd June, 2006, 01:48 PM

Hey Colonel, I have a question regarding henchmen and hirelings in 1e AD&D for you. A few PC's in my campaign are beginning to hire mercenaries and acquire a henchman or two for accompaniment on adventures.

When do you suggest giving the player the character sheet for the henchment they hire? Right away? After a few adventures when the henchman and the PC have cemented their relationship? Do you give the player an increasing amount of information about the henchman over time after staring out with, for example, only class and level?

Also, regarding hirelings, if a PC hires a group of 0 level mercenaries or acquires followers due to reaching "name" level do you give them any information regarding the hirelings' stats (although in the case of 0 levels this would basically be limited to Hit Points) or are those the sole purview of the DM?

Thanks in advance.

Gray Mouser

Flexor the Mighty!

Friday, 23rd June, 2006, 02:58 PM

Hi Gary! Just wanted to say I finally started reading City of Hawks, and just 10 pages into it I am reminded how much I enjoy your D&D related fiction. Your descriptions of Greyhawk City are wonderful for my game and the planar politics of the Gord novels is what I base mine on when I run the Greyhawk campaign. I used Vuron in my last campaign as he tried to use some friendly help to start the Paladin of the group down the path to corruption.

Col_Pladoh

Friday, 23rd June, 2006, 04:07 PM

Quote:

*Originally Posted by **JohnRTroy***

Why end D3/Q1 with that goal then? Lolth was worshiped by most of the drow, so I'd assume she was a demonic deity. Zuggtmoy as well.

And even though Gord was a series of novels and not a game campaign I saw that as a pretty cool archetypical 1st edition campaign going from 1st level to the ultimate end of a campaign, eh? He did say "a deity", not a pantheon.

Is this a perspective you've changed with over time? While I hate the "cool, we can kill all the gods" mentality, I also dislike the alternate "gods can NEVER have stats and are totally beyond mortal ken" approach either.

JRT My good Friend...

You must concentrate on reading the actual content of a message, and then understand its meaning.

A campaign where the PCs are meant to slay a deity is, as I said, utter hogwash, unless it is a superhero RPG with truly super supoerheros.

I have said repeatedly in print that the D3 module was Dave Sutherland's interpretation of Lolth, and most certainly not mine. In truth I thoroghly disapproved of the work but Brian Blume had it produced. Steam power indeed :mad:

As for the Temple of *Elemental Evil*, Zuggtmoy is unkillable. she can be set free or sent back to the Abyss, but the PCs can not destroy her.

Gord the Rogue is a demi-deity when he is dealing with similar figures, something that no reasonable AD&D campaign is able to emulate based on the AD&D rules. the material is not gaming but fiction novels.

I stand foresquare behind what I posted prior to this ;)

Cheers,
Gary

JohnRTroy

Friday, 23rd June, 2006, 06:13 PM

Heh, I remember you disliking Q1. But in this question, another one appears. ;)

May I ask though what the ultimate goal was to be of Q1 before you discarded it? It's easy to assume, for instance, that there was a Q1 already planned, and it involves Lolth on her home plane. So what would have been the ultimate goal of the GDQ series if not the death of Lolth? Banishment? There had to be some kind of ultimate goal, I guess. \

(As an aside--I actually just purchased the ToEE computer game after playing the demo and seeing how accurate it was to the modules, save for the update in the game system. Looking forward to that--I'll actually have to avoid digging out my old module so I don't cheat.)

John Drake

Friday, 23rd June, 2006, 06:56 PM

Quote:

*Originally Posted by **Col_Pladoh***

I have said repeatedly in print that the D3 module was Dave Sutherland's interpretation of Lolth, and most certainly not mine. In truth I thoroghly

disapproved of the work but Brian Blume had it produced. Steam power indeed :mad:

Hmm, I had no idea about that, since I always thought the little forward you wrote in it was quite complimentary. In addition to what JRT asked, why did he get the job of doing that module? Iirc, it was something about things resembling (at that time) ToEE too much, and, if memory serves, you saw some of the work he was doing and gave it a green light. I'd check the module, but I don't have it handy at the moment. Of course, I'm generalising and glossing over the details as I have heard, so I don't mean to be offensive in any way. Thanks Gary, as always, very much appreciated!

Col_Pladoh

Friday, 23rd June, 2006, 07:00 PM

Quote:

Originally Posted by **JohnRTroy**

Heh, I remember you disliking Q1. But in this question, another one appears. :)

May I ask though what the ultimate goal was to be of Q1 before you discarded it? It's easy to assume, for instance, that there was a Q1 already planned, and it involves Lolth on her home plane. So what would have been the ultimate goal of the GDQ series if not the death of Lolth? Banishment? There had to be some kind of ultimate goal, I guess. :)

(As an aside--I actually just purchased the ToEE computer game after playing the demo and seeing how accurate it was to the modules, save for the update in the game system. Looking forward to that--I'll actually have to avoid digging out my old module so I don't cheat.)

Ciao John!

Dave brought into the TSR offices, then at 723 Williams St., a towel that had a marvelous design that was perfect as a demonweb, so that's how he got into the project for creating the Q1 module. My outline for the whole was for a demi-plane outside of the Abyss, a great spiderweb with encounters at junctions along the way to the center, Lolth's abode there in the middle. The PCs would need to gather pieces of an artifact based on the four elements in the web in order to be able to face the demoness and send her packing back to the abyss. Of course, that would have called back the Elder Elemental God from his place of banishment...

Being far too busy at the time to oversee the project, and as Brian Blume thought Dave's work great, I gritted my teeth and went on.

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 07:02 PM

Blast!

I just noticed that I had missed a fair number of posts made before JRT's.

Sorry, and I will soon have replies to all ;)

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 07:05 PM

Quote:

Originally Posted by **Mark**

Someone has a B-Day coming up in about a month.

Heh...number 68. :eek:

Never mind congratulations, throw boze and cigars!

:lol:
Cheers,
Gary

JohnRTroy

Friday, 23rd June, 2006, 07:12 PM

At least Gail still (hopefully) needed and feeded you when you were 64. :p :lol: ;)

Col_Pladoh

Friday, 23rd June, 2006, 07:24 PM

Quote:

Originally Posted by **seskis281**

Hello Gary,

I have been spending time the last two days with my new LA essentials set and have a few questions.

Hopefully I will have an equal number of answers, eh? :lol:

Quote:

I downloaded an Avatar sheet and have been doing character creation - I am assuming a few things on the sheet are from the full rules and not part of the essentials (Intellect, Capacities/Handicaps). A lot of things I like here, especially in simplicity of stats, the harm setup for both health and armor (finally the common sense that armor might need mending), etc.

You are correct, the Avatar Record Sheet is that for the full-blown LA game.

I am pleased that you find many things in the system agreeable.

Quote:

I do have a question that confuses me though - I rolled up a Human Mage order Avatar that I wanted to also be strong in combat, so I chose Abilities (in order) Enchantment, Arcana, Weapons, Learning, Metallurgy. After all the setup, I had an Avatar with stats Health 57, Precision 56, Speed 15, with Enchantment 17, Arcana 14, Weapons 39, Learning 25 and Metallurgy 12, and 62 AEP's.

First, you failed to multiply Speed by four to get the number from which Abilities based on Speed are found. Enchantment score should be 100% of Speed Base Rating x 4.

Next, with Weapons as the third chosen Ability, the best that Avatar can attain in the Mage Order is 0th Rank until Learning and Metallurgy are the 3rd and 4th highest scores possessed. Once that happens the order of the Abilities doesn't matter, as the Avatar has met the requirements of the Order and can move on.

Now back to your missive:

Quote:

The question I have is about activating energies during combat situations. With an Enchantment of 17, if I am reading right, would have a slightly less than 1 in 5 chance of activating just on the base score. The use of activations as I read are also supposed to be adjusted based on conditions, ranging from +10 for Danger Clear and Present to +100 for actual harm. If this is the case how could my Avatar ever hope to activate a Flame Gout (for instance) while in combat? It also seems like even using every merit gained to increase enchantment ability would still take almost a year (assuming 1 evening a week game at the 250 per 3-4 hour session mentioned in the book) to increase to a level where the Avatar would even have a decent chance to activate his energies under combat/stressful situations.

Is this a purposeful subduing of magical abilities for lower power Avatars? Or I am misreading this?

*Thanks,
John W. :cool:*

The Avatar's Enchantment Ability score should be 68, as noted above ;)

the Avatar will not receive any benefits from the Mage Order, though, until he possess in order of successive score, 1 Enchantment, 2 Arcane, 3 Learning, 4 Metallurgy with Weapons Ability score less than all four of the Abilities required to be in the Mage Order. Think of it as a guild requirement that disallows other knowledge/capacity to interfere with its required areas.

Thus, it is wise to select Weapons as the fifth ability, and build its score thereafter as you increase Enchantment.

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 07:28 PM

Quote:

*Originally Posted by **Deuce Traveler***

I whipped out my old gold box DnD Immortal Rules the other day. There was no way even the lowliest of gods could have been killed by a party of 36th level characters. At best, they could 'banish' the entity, but even that was unlikely. I liked these rules, since it was connected to DnD, but at the same time your character had moved to another reality. When I was 8 years old, and given my first red box set (even though it said for ages 10 and above) I created a character called Treetop the Ninja (Fighter, level 1). It took me until I was 15 to reach level 36th, and then he became an immortal. The Immortal Rules were so different from the first four boxes, that I changed his character name and the features of the body he created to inhabit. In my mind he became so much more powerful, that I felt I had to divorce his new existence from that of the mortal world. He left all attachments to the old kingdom. Why would an immortal want to take over an inhabited planet when he could create and control his own worlds?

I think a party could have an interesting 'god-killing' game, but the immortal's status would have to be redefined. Such as when Conan would meet alien beings that the locals would worship as gods, and prove them wrong by striking it down in a barbaric rage. If ran properly, the DM can draw up an adventure with an ageless creature that has fanatical followers and plans to take over the world. Its powers are so great that the followers believe it to be a god, but it can be harmed and even killed with the right weaponry.

Okay,

But as I read your assessment, the game would have to move from a FRPG genre to what is virtually a comic book superhero type to manage the transition.

A game based on slaying deities is sure to become tedious in short order, is it not?

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 07:32 PM

Quote:

Originally Posted by S ~~everooo~~

I think you did something wrong... I've never seen the Essentials boxed set, but IF it works the same as LA, Enchantment should be (4 x Speed), or about 60%. A better place to ask is here: [LAddicts](#).

Good Show! :D

I do my darndest to direct all gamers with questions about the LA game system to hit the www.lejendary.com website and post there, for there are many veterans willing to assist, often answer more quickly and fully than I am able to :uhoh:

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 07:42 PM

Quote:

*Originally Posted by **Gray Mouser***

Hey Colonel, I have a question regarding henchmen and hirelings in 1e AD&D for you. A few PC's in my campaign are beginning to hire mercenaries and acquire a henchman or two for accompaniment on adventures.

When do you suggest giving the player the character sheet for the henchment they hire? Right away? After a few adventures when the henchman and the PC have cemented their relationship? Do you give the player an increasing amount of information about the henchman over time after staring out with, for example, only class and level?

I would suggest giving the player immediately upon gaining a henchman a CRS done in bare bones fashion. As the PC and henchman adventure together, the DM and the player in conjunction then detail the henchman's personality, motivations, etc.

Quote:

Also, regarding hirelings, if a PC hires a group of 0 level mercenaries or acquires followers due to reaching "name" level do you give them any information regarding the hirelings' stats (although in the case of 0 levels this would basically be limited to Hit Points) or are those the sole purview of the DM?

Thanks in advance.

Gray Mouser

Followers that are ranked with levels should be treated as henchmen. Hirelings ade, as you suggest above, only rated by HPs and what they can do--mostly bear arms. The plyer need not know their HPs, or may have such information, at the DM's discretion.

Cheers,
Gary

Gray Mouser

Friday, 23rd June, 2006, 07:43 PM

Sheesh, even when Gary goes back to answer the skipped posts I get left out! A repost is in order, I think :)

Quote:

*Originally Posted by **Gray Mouser***

Hey Colonel, I have a question regarding henchmen and hirelings in 1e AD&D for you. A few PC's in my campaign are beginning to hire mercenaries and acquire a henchman or two for accompaniment on adventures.

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Thanks in advance.

Gray Mouser

Gray Mouser

Friday, 23rd June, 2006, 07:46 PM

Oops, looks like I was a little overzealous and reposted just as Gary was answering my questions. Sorry, Colonel!

And, of course, thanks for your input. It will be most helpful as this is really the first time that players in my campaign have invested in henchmen and hirelings!

Gray Mouser

Col_Pladoh

Friday, 23rd June, 2006, 07:49 PM

Quote:

Originally Posted by F ~~dk~~ othe Mighty!

Hi Gary! Just wanted to say I finally started reading City of Hawks, and just 10 pages into it I am reminded how much I enjoy your D&D related fiction. Your descriptions of Greyhawk City are wonderful for my game and the planar politics of the Gord novels is what I base mine on when I run the Greyhawk campaign. I used Vuron in my last campaign as he tried to use some friendly help to start the Paladin of the group down the path to corruption.

Howdy Flexor!

Perhaps you recall me mentioning illustrated novel versions of the Gord books. Sadly, the state of the market in the US for comics and illustrated novels flushed that deal. I mention this because the illustrator for the initial episode to introduce the story used *City of Hawks* as his basis, and the depiction of the boat with infant Gord in it approaching the looming walls of the city in the storm was just great in my opinion. The producer and illustrator had it nailed as far as I was concerned, so I was doubly whammied when things went south.

:(
Cheers,
Gary

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Gary Gygax Q&A: Part X

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Col_Pladoh

Friday, 23rd June, 2006, 07:51 PM

Quote:

*Originally Posted by **Gray Mouser****Sheesh, even when Gary goes back to answer the skipped posts I get left out! A repost is in order, I think :)*

:lol: :p :lol:

Your post about me missing your other post appeared just after I replied to the post you said I had ignored :] :eek: :lol:

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 07:53 PM

Quote:

*Originally Posted by **Gray Mouser****Oops, looks like I was a little overzealous and reposted just as Gary was answering my questions. Sorry, Colonel!**And, of course, thanks for your input. It will be most helpful as this is really the first time that players in my campaign have invested in henchmen and hirelings!**Gray Mouser*

Yuppers,

Remember, I am a Columbus Method typist, as it were...discover and land!

:confused:
Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 08:03 PM

Quote:

*Originally Posted by **John Drake****Hmm, I had no idea about that, since I always thought the little forward you wrote in it was quite complimentary. In addition to what JRT asked, why did he get the job of doing that module? lirc, it was something about things resembling (at that time) ToEE too much, and, if memory serves, you saw some of the work he was doing and gave it a green light. I'd check the module, but I don't have it handy at the moment. Of course, I'm generalising and glossing over the details as I have heard, so I don't mean to be offensive in any way. Thanks Gary, as always, very much appreciated!*

Aloha,

Check my post responding to JRT's message for details of how Dave S. became involved in the project.

Of course I was a total company man, so I would never disparage the work of another that was to go into production. While I was most disappointed in the material, I desired neither to denigrate Dave's effort or publically question Brian's acumen in regards creative selection. Thus the forward as written.

There was a link between the Drow modules and the ToEE, mainly in my head, and after QI came out I rather lost interest in developing the former, as the EEG was not released from hia banishment to a distant star (ala Set). I would have devised some other scenario to accomplish that, only the Drow and Lolth were not to be emulated in a hurry, and I ran out of time to make the attempt, so Frank badgered me into having him complete the ToEE.

Cheers,
Gary

Col_Pladoh

Friday, 23rd June, 2006, 08:08 PM

Quote:

Originally Posted by **JohnRTroy**

At least Gail still (hopefully) needed and feeded you when you were 64. :p :lol: ;)

:]

Bah! She uses my weight and health to avoid cooking what I wish her to feed me...steak & kidney pie, standing rib roast of beef, breaded veal kidney chops, mixed sausage grill, wiener schnitzel, peach cobbler, rhubarb pie, cream brule, that sort of thing :D

:lol:
Cheers,
Gary

Flexor the Mighty!

Friday, 23rd June, 2006, 08:13 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Flexor!

Perhaps you recall me mentioning illustrated novel versions of the Gord books. Sadly, the state of the market in the US for comics and illustrated novels flushed that deal. I mention this because the illustrator for the initial episode to introduce the story used City of Hawks as his basis, and the depiction of the boat with infant Gord in it approaching the looming walls of the city in the storm was just great in my opinion. The producer and illustrator had it nailed as far as I was concerned, so I was doubly whammied when things went south.

:(
Cheers,
Gary

I was going to ask you about the progress on those...well that just sucks. I was really pumped about those when you mentioned them last year or so. :(

Col_Pladoh

Friday, 23rd June, 2006, 08:20 PM

Quote:

Originally Posted by **Flexor the Mighty!**

I was going to ask you about the progress on those...well that just sucks. I was really pumped about those when you mentioned them last year or so. :(

Me too:(

Broken Halos was going to be the publishing entity, and I began to suspect the worst when the release date kept getting pushed back further and further. I do not blame them, of course. It is the state of the market...and likely because of a single distributor.

Cheers,
Gary

Deuce Traveler

Friday, 23rd June, 2006, 09:02 PM

Quote:

Originally Posted by **Col_Pladoh**

Okay,

But as I read your assessment, the game would have to move from a FRPG genre to what is virtually a comic book superhero type to manage the transition.

A game based on slaying deities is sure to become tedious in short order, is it not?

Cheers,
Gary

Not really. When I mentioned the word 'immortal' would have to be redefined, I meant using it as a farmer might, not as a referee. To the characters, an extremely powerful villain may seem god-like but actually be mortal. Sort of how the natives of the island saw King Kong as a god, but he was killable.

If one were to make dragons extremely rare in a fantasy game, an elder dragon could easily be considered an immortal god by the local population. The battle between such a villain and the heroes would be epic, but winnable.

I wasn't really talking about taking a villain and making him a super-villain. I meant more like trying to see the fantasy world through the eyes of normal mortals and incorporating that feeling into the descriptions of a game. If a peasant is distrustful of a wizard who can cast a spell and charm anyone, and fears a wizard who can throw fireballs into the masses of an enemy, he and his kin is going to see a evil lich who can stop time and kill with a gesture akin to an immortal god.

Quote:

Originally Posted by **Deuce Traveler**

Not really. When I mentioned the word 'immortal' would have to be redefined, I meant using it as a farmer might, not as a referee. To the characters, an extremely powerful villian may seem god-like but actually be mortal. Sort of how the natives of the island saw King Kong as a god, but he was killable.

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Well sure,

But what you set forth is actually quite different from the original scheme, a campaign in which the PCs aim was to slay deities, not what ordinary yokels might consider as such :lol:

Fantasy deities create things, move mountains, sink continents, and are generally quite untouchable by mortals. even the Genie of the Lamp is quite unkillable, albeit he can be duped :uhoh:

Cheers,
Gary

Deuce Traveler

Friday, 23rd June, 2006, 09:39 PM

Quote:

Originally Posted by **Col_Pladoh**

Well sure,

But what you set forth is actually quite different from the original scheme, a campaign in which the PCs aim was to slay deities, not what ordinary yokels might consider as such :lol:

Fantasy deities create things, move mountains, sink continents, and are generally quite untouchable by mortals. even the Genie of the Lamp is quite unkillable, albeit he can be duped :uhoh:

*Cheers,
Gary*

Yep. What had my wheels turning is the fact that some players are attracted to an adventure where they can say they knocked off a god. When a ref is lowering the power of a deity to the point that the party can kill the villian, he effectively makes the deity mortal. But the power-gaming players don't mind that fact, since what they really wanted was to have 'bragging rights' about their character. Players that prefer their games more reality-based will probably roll their eyes.

I'm just wondering if an adventure could be made by turning this idea on its head. Instead of taking a god and depowering him so a mortal can kill him, why not take a mortal villian and have NPCs hype him up so much that said villian is believed to be a god. Now the power-gamers can have their bragging rights, while other gamers enjoy the irony when they realize their arch-nemesis isn't a deity after all. Perhaps the arch-nemesis even had religious followers to better give a sense of false invulnerability. Maybe the clerics of this religion didn't have spells, but instead carried wands and rings that simulated minor clerical powers.

This is all just brainstorming, as I'm trying to rip apart the elements that make 'god-killing' games fun for some and better fit it to the kind of plot-twist stories I enjoy.

Of course, the only reason the wheels are turning is in consideration of making a campaign where you can satisfy both kinds of fantasy RPG fans. Then again, you could target both kinds of fans and come out alienating both... :uhoh:

Col_Pladoh

Friday, 23rd June, 2006, 10:11 PM

Quote:

Originally Posted by **Deuce Traveler**

...

This is all just brainstorming, as I'm trying to rip apart the elements that make 'god-killing' games fun for some and better fit it to the kind of plot-twist stories I enjoy.

Of course, the only reason the wheels are turning is in consideration of making a campaign where you can satisfy both kinds of fantasy RPG fans. Then again, you could target both kinds of fans and come out alienating both... :uhoh:

That is a good idea, making a super-villian that power gamers can gloat over slaying while at the same time keeping the campaign's true deities sacrosanct.

Actually, sending a potent nether world entity backtoits own plane gives the accomplishing party some cnsiderable degree of bragging rights.

As an aside, while I have my power gaming moments, I have never had the hubris to assume any of my PCs could face a deity, not did I ever dsire to have one do so.

Cheers,
Gary

Deuce Traveler

Friday, 23rd June, 2006, 10:17 PM

Quote:

*Originally Posted by **Col_Pladoh***

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As an aside, while I have my power gaming moments, I have never had the hubris to assume any of my PCs could face a deity, not did I ever dsire to have one do so.

*Cheers,
Gary*

As a last aside, I now keep having that scene from Ghostbusters playing in my head.

"Ray, the next time someone asks you if you're a god, you say YES!"

:)

Col_Pladoh

Friday, 23rd June, 2006, 10:46 PM

Quote:

*Originally Posted by **Deuce Traveler***

As a last aside, I now keep having that scene from Ghostbusters playing in my head.

"Ray, the next time someone asks you if you're a god, you say YES!"

:)

I'll settle for being the Key Master... :eek:

:lol:
Gary

haakon1

Sunday, 25th June, 2006, 11:03 PM

Quote:

*Originally Posted by **Deuce Traveler***

I think a party could have an interesting 'god-killing' game, but the immortal's status would have to be redefined. Such as when Conan would meet alien beings that the locals would worship as gods, and prove them wrong by striking it down in a barbaric rage. If ran properly, the DM can draw up an adventure with an ageless creature that has fanatical followers and plans to take over the world. Its powers are so great that the followers believe it to be a god, but it can be harmed and even killed with the right weaponry.

I'm having fun with a rakshasa whose plotting includes creating a servitor race and taking over villages . . . the PC's are about to run him out of town, but he's too tough for them to kill, since they don't know what he is. Immortal shapechanger with magical powers = cool Boss Monster.

haakon1

Sunday, 25th June, 2006, 11:08 PM

Quote:

*Originally Posted by **JohnRTroy***

As an aside--I actually just purchased the ToEE computer game after playing the demo and seeing how accurate it was to the modules, save for the update in the game system. Looking forward to that--I'll actually have to avoid digging out my old module so I don't cheat.

No kidding. It's quite cool, and very close to being accurate about the adventure (as I remember it) and 3.0 rules. I realized I had a bit of an advantage, even though I never played nor ran the original, when I instantly took up the town drunk on his off to join my party, whereas a friend who hadn't grown up with it turned the guy down as being a useless drunk.

:)

haakon1

Sunday, 25th June, 2006, 11:15 PM

Quote:

Originally Posted by **Col_Pladoh**

Being far too busy at the time to oversee the project, and as Brian Blume thought Dave's work great, I gritted my teeth and went on.

Well, it was good enough that the idea of a giant mechanical, steam-powered spider ship as a Boss-Monster/Boss-Monster conveyance was ripped off for the movie "Wild Wild West".

And good enough that the idea of giant spider goddess was shown as the true power behind the throne in Rome in an episode of South Park (right after a scene from the ~1980 Activision game "Pitfall").

I guess that's not necessarily very "good", but it's certainly an image that stuck in minds of folk enough that it's worth it to rip it off.

Col_Pladoh

Sunday, 25th June, 2006, 11:17 PM

Quote:

Originally Posted by **haakon1**

No kidding. It's quite cool, and very close to being accurate about the adventure (as I remember it) and 3.0 rules. I realized I had a bit of an advantage, even though I never played nor ran the original, when I instantly took up the town drunk on his off to join my party, whereas a friend who hadn't grown up with it turned the guy down as being a useless drunk.
;)

The chief designer did check with me about his interpretations of the paper module for the electronic game one, and I found he certainly had a firm grasp of what was intended.

Cheers,
Gary

Col_Pladoh

Sunday, 25th June, 2006, 11:20 PM

Quote:

Originally Posted by **haakon1**

Well, it was good enough that the idea of a giant mechanical, steam-powered spider ship as a Boss-Monster/Boss-Monster conveyance was ripped off for the movie "Wild Wild West".

And good enough that the idea of giant spider goddess was shown as the true power behind the throne in Rome in an episode of South Park (right after a scene from the ~1980 Activision game "Pitfall").

I guess that's not necessarily very "good", but it's certainly an image that stuck in minds of folk enough that it's worth it to rip it off.

:confused:

I prefer something more akin to a mix of Lovecraft and Merritt when presenting such darl things, not hokey science or slapstick ala *Wild, Wild West* :eek:

Cheers,
Gary

haakon1

Sunday, 25th June, 2006, 11:25 PM

Quote:

Originally Posted by **Col_Pladoh**

That is a good idea, making a super-villian that power gamers can gloat over slayng while at the same time keeping the campaign's true deities sacrosanct.

Or you could kill off "semi-deities", like demon lords or maybe even a hero god . . .

In my campaign, once in a while hero gods exist, somewhere the realms of mortal and immortal, trying to get enough worshipping power to make to demigodhood. I had fun with an old, good one, who was down to one priest and one shrine . . . the PC's were hired to recover his stolen holy "artefact" (not really) taken by rival monks.

haakon1

Sunday, 25th June, 2006, 11:33 PM

Quote:

Originally Posted by **Col_Pladoh**

:confused:

*I prefer something more akin to a mix of Lovecraft and Merritt when presenting such darl things, not hokey science or slapstick ala *Wild, Wild West* :eek:*

Cheers,
Gary

Not that I disagree, but the reference to the spider ship was my favorite thing in "Wild Wild West", not that the competition was too fierce, even though I do have a liking for silliness (not so much in the games I run these days) and even Western silliness (I liked "Brisco County Junior" a lot).

Saying the spider ship was the best thing in "Wild Wild West" reminds me of Simpson's bit. Homer is interviewing a cult "deprogramer":

Deprogrammer: I'm the one who got Paul McCartney out of Wings.
Homer: But he was the best one!

Gentlegamer

Monday, 26th June, 2006, 03:55 AM

Browsing the "retrojunk" website, enjoying ads, TV show openings and the like from the 70s and 80s, I came across the D&D cartoon, and this image of the end credits made me smile:

<http://i35.photobucket.com/albums/d1...artoonEGG1.jpg>

Here's the opening of the D&D cartoon, sure to put a smile on your face, too!

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Gentlegamer

Monday, 26th June, 2006, 04:13 AM

Quote:

Originally Posted by Col_Pladoh

That sort of campaign is hogwash in terms of the FRPG, proper for a comic book superhero system where the characters can become tremendously powerful and need such opponents to make the game even vaguely interesting. In short, I think the concept is childish and not worth pursuing by mature gamers.

Forgive me for back-tracking the thread a bit . . .

On this thought, what of campaigns deliberately designed for high-level play, such as that of Francois Marcela-Froideval?

Col_Pladoh

Monday, 26th June, 2006, 03:34 PM

Howdy!

I taught my younger children to cheer when that closing credit ran on screen :lol:

that the spinoff version of the show never went into production is a sad thing, because it was better, more mature, than the initial series.

Cheers,
Gary

Flexor the Mighty!

Monday, 26th June, 2006, 07:23 PM

Quote:

*Originally Posted by Col_Pladoh**Howdy!**I taught my younger children to cheer when that closing credit ran on screen :lol:**that the spinoff version of the show never went into production is a sad thing, because it was better, more mature, than the initial series.*

Cheers,
Gary

Last night as me and my brother were watching an episode of that old 'toon on cable we started talking about how there has never been another D&D cartoon. Seeing how Drizzt novels sell very well, and sell a lot to non players, why isn't there a FR cartoon starring Drizzt? I don't like either, but I know if it was well animated and decently written I'd be all over it. Not a "Saturday morning" style cartoon, but a more mature show on Cartoon Network or something like that. Seems like it would be a good marketing push for the game, unless Hasbro think any possible gains are not going to be worth it in light of the expense.

Col_Pladoh

Monday, 26th June, 2006, 08:49 PM

Quote:

Originally Posted by Flexor the Mighty!

Last night as me and my brother were watching an episode of that old 'toon on cable we started talking about how there has never been another D&D cartoon. Seeing how Drizzt novels sell very well, and sell a lot to non players, why isn't there a FR cartoon starring Drizzt? I don't like either, but I know if it was well animated and decently written I'd be all over it. Not a "Saturday morning" style cartoon, but a more mature show on Cartoon Network or something like that. Seems like it would be a good marketing push for the game, unless Hasbro think any possible gains are not going to be worth it in light of the expense.

That's a poser!

Perhaps Hasbro isn't interested in such a cartoon series, or perhaps they can't find a production entity that is, because of costs and the difficulty of finding a channel to air the series that would be willing to pay the freight.

What with computer-generated animation, I should think it wouldn't be all that expensive to produce each episode of a new show based on the D&D game. Because of the computer versions of the game, the potential audience is surely large enough.

cheers,
Gary

Deuce Traveler

Monday, 26th June, 2006, 09:46 PM

Quote:

*Originally Posted by **haakon1***

I'm having fun with a rakshasa whose plotting includes creating a servitor race and taking over villages . . . the PC's are about to run him out of town, but he's too tough for them to kill, since they don't know what he is. Immortal shapechanger with magical powers = cool Boss Monster.

Very nice

Gearjammer

Monday, 26th June, 2006, 11:50 PM

Gary, first of all many thanks for creating a game that's given me and my friends endless hours of enjoyment over the last 20 some-odd years.

In talking with many of my fellow gamers most of us seemed to have experienced sometime in our early gaming career the "Wonder moment." A time when we were first introduced to D&D or another RPG and after being confused by the pile of numbers, stats, and dice had a singular moment where your imagination "clicked on" and you were seeing the game in your head and you were hooked forever. Did you ever have a "wonder moment" and when did it occur?

MutieMoe

Tuesday, 27th June, 2006, 07:44 AM

Thanks for answering the previous questions!

Why the dungeons? Where did that idea come from? Why dungeon is the archtypical fantasy roleplaying adventures enviroment?

Steverooo

Tuesday, 27th June, 2006, 12:24 PM

'Bout time for a new thread, Henry?

Page 10. Or are we gonna let this thread run on forever, like the last one? About time to archive this one?

Col_Pladoh

Tuesday, 27th June, 2006, 04:32 PM

Quote:

*Originally Posted by **Gearjammer***

Gary, first of all many thanks for creating a game that's given me and my friends endless hours of enjoyment over the last 20 some-odd years.

In talking with many of my fellow gamers most of us seemed to have experienced sometime in our early gaming career the "Wonder moment." A time when we were first introduced to D&D or another RPG and after being confused by the pile of numbers, stats, and dice had a singular moment where your imagination "clicked on" and you were seeing the game in your head and you were hooked forever. Did you ever have a "wonder moment" and when did it occur?

:cool:

Of course you are welcome, for I have greatly enjoyed the whole gaming experience myself.

You asked a good question. Indeed, from the time I sat down to create the rules for the OD&D game I was filled with a thrilling sense of wonder and excitement to present and play such a game. That continued on for several years after D&D and AD&D were published,...until the grind of business and associated matters rather wore it out. However...

I have been working on polishing the core rules for the *Legendary AsteRogues* Fantastical Science RPG the last week or so, and sure enough, the old enthusiasm was right there! the only problem I have is that my creative energy now runs out in a few hours rather than lasting all day :)

Cheers,
Gary

Col_Pladoh

Tuesday, 27th June, 2006, 04:38 PM

Quote:

*Originally Posted by **MutieMoe***

Thanks for answering the previous questions!

Why the dungeons? Where did that idea come from? Why dungeon is the archtypical fantasy roleplaying adventures enviroment?

Sure :)

Credit Dave Arneson and Dave Megary (designer of the *Dungeon!* boardgame) with my concentrating on subterranean settings for the D&D game. The contained adventuring environment was perfect for establishing fixed encounters before a game session, and for developing progressively more hazardous ones as the PCs grew in their capacity to manage them.

Of course, many an exciting fantasy yarn has been set in such surroundings, beginning with that of *Theseus and the Minotaur*, eh?

Cheers,
Gary

Col_Pladoh

Tuesday, 27th June, 2006, 04:39 PM

Quote:

*Originally Posted by **Steverooo***

Page 10. Or are we gonna let this thread run on forever, like the last one? About time to archive this one?

I think about 12 pages is a good place to stop, but is 10 is easier to archive, I can begin a new one.

Cheers,
Gary

Gentlegamer

Tuesday, 27th June, 2006, 07:48 PM

Gary, there's presently an interesting thread discussing the design merits of the Tomb of Horrors. Perhaps you'd like to comment?

<http://www.enworld.org/showthread.php?t=166451>

Col_Pladoh

Tuesday, 27th June, 2006, 08:01 PM

Quote:

*Originally Posted by **Gentlegamer***

Gary, there's presently an interesting thread discussing the design merits of the Tomb of Horrors. Perhaps you'd like to comment?

<http://www.enworld.org/showthread.php?t=166451>

:mad:

I have read a good deaql of it, and I determined not to post, as there is no disputing taste.

Of course I not only think that they are, but have observed the coddled state of many new gamers as they died before my now beloved Old Guard Kobolds or met otherwise useless deaths because they: 1) were not thinking, and/or 2) assumed that whatever they met in an encounter they could deal with, and/or 3) they expected a special Dm intervention such as a save wneh they totally screwed up.

Finally, there is no distinction between "having a PC figure something out" and the player doing so, Unless a psychotic schizophrenic is playing, the two are not separate entities, as the player is making believe he is the game character.

How supposedly mature persons can get all worked up over a matter pf personal taste in a game of make-believe is beyond me :confused:

Cheers,
Gary

gideon_thorne

Tuesday, 27th June, 2006, 08:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

How supposedly mature persons can get all worked up over a matter of personal taste in a game of make-believe is beyond me :confused:

*Cheers,
Gary*

You and me both.

Im sure folks must derive some sort of satisfaction over debating over minutae, but where's the fun? Where's the mystery and suspense? :)

Col_Pladoh

Tuesday, 27th June, 2006, 09:12 PM

Quote:

*Originally Posted by **gideon_thorne***

You and me both.

Im sure folks must derive some sort of satisfaction over debating over minutae, but where's the fun? Where's the mystery and suspense? :)

Worse still! :mad:

Many new players these days demand that there be no mystery and suspense at all, that everything magical be spelled out and formulaized so as to be producable by any common person with a modicum of magical ability :eek:

Cheers,
Gary

gideon_thorne

Tuesday, 27th June, 2006, 09:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

Worse still! :mad:

Many new players these days demand that there be no mystery and suspense at all, that everything magical be spelled out and formulaized so as to be producable by any common person with a modicum of magical ability :eek:

*Cheers,
Gary*

Im sure they are just trying to protect the business of the common layman and Larry's Used Magical Junkyard. ^_^

Or even an international business who's motto would then be "Watch out for falling charges." Spell-Mart. ^_^

Iron Captain

Tuesday, 27th June, 2006, 09:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

2) assumed that whatever they met in an encounter they could deal with, and/or 3) they expected a special Dm intervention such as a save wneh they totally screwed up.

My very first D&D 3.5 group basically collapsed because of this problem. They just woudn't flee no matter what. Then they got upset when their 1st level characters almost died and pretty much demanded (in not so many words) that I make their characters invincible by fudging the rolls constantly.

Col_Pladoh

Tuesday, 27th June, 2006, 09:43 PM

Quote:

*Originally Posted by **gideon_thorne***

Im sure they are just trying to protect the business of the common layman and Larry's Used Magical Junkyard. ^_^

Or even an international business who's motto would then be "Watch out for falling charges." Spell-Mart. ^_^

:lol:

Well said!

Cheers,
Gary

Col_Pladoh

Tuesday, 27th June, 2006, 09:52 PM

Quote:

*Originally Posted by **Iron Captain***

My very first D&D 3.5 group basically collapsed because of this problem. They just woudn't flee no matter what. Then they got upset when their 1st level characters almost died and pretty much demanded (in not so many words) that I make their characters invincible by fudging the rolls constantly.

Just so :uhoh:

Most of the players in my campaign, all of my own PCs, were never too proud to take to their heels when the opposition was clearly overwhelming. In fact, a good bit of thrilling adventure went into some of the ensuing chases. When Mordenkainen and bigby met their fate at the hands of Rob's super iron golem, it was bacause they hadn't the means to escape quickly, not that they didn't wish to beat feet :lol:

As a DM I made lemonade out of the "lemons" of the new players' reluctance to flee, to stand and die before a foe that was trashing them. That is how the Old Guard Kobolds came into being, and they have grown in both individual ability, numbers, and organization so they now pose a meaningful threat to PC parties of 4th or 5th level. Sadly, a group of such PC that were veterans took ost of them out, but iw was a casual play session, so I won't count it against the little humanoids :p

Cheers,
Gary

Quote:

*Originally Posted by **Iron Captain***

My very first D&D 3.5 group basically collapsed because of this problem.

What's the matter with kids today? ;)

Seriously, I'm OK with there being rules for "everything" in the universe in 3.x, and for PC's to eventually be able to do them all, but the emphasis on "balance" in adventures is lame.

Unbalanced "life is like a box of chocolates", kobold in one room, dragon in the next is part of the spirit and the danger of adventuring. I LOVE being able to have a party see their progress in power by nearly being TPK'd by random encounter wolves at 1st level, and not even slowing down to waste a dozen of them at 9th level.

I figure Bilbo Baggins faced TROLLS at 1st level, and survived, and it was exciting.

My latest 1st level party is in the Sunless Citadel, and the troll in there is not nerfed either . . . if they are foolish enough to release it, they'd better smarten up and run. So far, I haven't faked one die roll in this campaign . . . I was thinking of converting a natch 20 on the first monster attack in the game -- two giant centipedes in homage to Gary's answer about the first monsters fought in the game -- but a player saw it and said "Oh crap" before I could lie. So, so far exciting, knowing when I saw, "Darn, one more hp on that hit and you'd be dead!" that I actually mean it.
:eek:

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Col_PladohTuesday, 27th June, 2006, 10:17 PM

Quote:

*Originally Posted by **haakon1***

...

Seriously, I'm OK with there being rules for "everything" in the universe in 3.x, and for PC's to eventually be able to do them all, but the emphasis on "balance" in adventures is lame.

Look! there in the dungeon. It's a iron golem. No it's a titan. No, it's Supermunchkin!

:] :lol: :]

Cheers,

Gary

gideon_thorneTuesday, 27th June, 2006, 10:23 PM

Quote:

*Originally Posted by **Col_Pladoh****Look! there in the dungeon. It's a iron golem. No it's a titan. No, it's Supermunchkin!*

:] :lol: :]

Cheers,

Gary

Thats when you take the captured baby rust monster from the last encounter and throw it at the iron golem. Dinner! THEN run like a rabbit. :D

Col_PladohTuesday, 27th June, 2006, 11:22 PM

Quote:

*Originally Posted by **gideon_thorne****Thats when you take the captured baby rust monster from the last encounter and throw it at the iron golem. Dinner! THEN run like a rabbit. :D*

A solid plan, but Mordie uses polymorphed monsters, hits them with a dispell magic after they are tossed into the midst of the adversary or adversaries ;)

Cheers,

Gary

gideon_thorneTuesday, 27th June, 2006, 11:29 PM

Quote:

*Originally Posted by **Col_Pladoh****A solid plan, but Mordie uses polymorphed monsters, hits them with a dispell magic after they are tossed into the midst of the adversary or adversaries ;)*

Cheers,

Gary

All very well, squire. But I wasn't one for the high level magic-users. I played the stealthy and tricky thief and or ranger sorts. ^_^

merelycompetentWednesday, 28th June, 2006, 01:50 AM

Quote:

*Originally Posted by **Col_Pladoh****A solid plan, but Mordie uses polymorphed monsters, hits them with a dispell magic after they are tossed into the midst of the adversary or adversaries ;)*

And we thought we were clever for polymorphing fire giants into ants, back in G3. We didn't think of the followup dispel until later on when a drow used one on us in a narrow hall -- and we discovered that our party magic-user had been collecting the ants! (Our DM's description of the ensuing wrestling match stopped the game for over an hour while we mopped up spilled drinks and recovered from laughing so hard.)

Thank you, Mr. Gygax, for providing myself and many friends with much entertainment over the years.

A question, though, and my apologies if it has already been asked (couldn't find it in the archives): Was the red dragon in G3 part of some plot by the giants or their drow allies? There is an old bet riding on the answer, and I may owe a long-time friend a two-liter of Coca-Cola.

Treebore

Wednesday, 28th June, 2006, 02:06 AM

I definitely hate the attitude that it is the DM's job to keep the PC's alive. I agree that I should leave them the ability to run, but I think everything else is up to them.

Then again, I love Tomb of Horrors, Lost Caverns of Tsojanth, and all the other "killer" dungeons. I like bragging rights. Whether it is for having survived or died in the most gruesome and/or original manner. Or for having died 8 times, and every time being from failing to save versus the death/20 poison. 8 consecutive failed saves against the same type of poison. Thankfully the DM decided my obvious allergy towards it had become severe enough that I would break out in hives and have a sneezing fit just from coming within 5 feet of it. Decanter of Endless Water became my great "wash the poison away" friend. :)

MutieMoe

Wednesday, 28th June, 2006, 07:22 AM

Where the idea of alignments came from? I find this particularly interesting as it is one of the game mechanics that directly describes personality of the character in question. When and why the need for alignments came in to play?

Col_Pladoh

Wednesday, 28th June, 2006, 04:06 PM

Quote:

*Originally Posted by **merelycompetent***

And we thought we were clever for polymorphing fire giants into ants, back in G3. We didn't think of the followup dispel until later on when a drow used one on us in a narrow hall -- and we discovered that our party magic-user had been collecting the ants! (Our DM's description of the ensuing wrestling match stopped the game for over an hour while we mopped up spilled drinks and recovered from laughing so hard.)

Hydra snails are the specialty of Mordenkainen, many attacks in one, as it were.

There is a danger of having the polymorphed critters released by a hostile spell caster, so a container within an anti-magic shell is advised. Otherwise a debacle such as you mention is all too likely :eek:

Quote:

Thank you, Mr. Gygax, for providing myself and many friends with much entertainment over the years.

You are most welcome, and as I am wont to point out, I surely shared in the fun, still do!

Quote:

A question, though, and my apologies if it has already been asked (couldn't find it in the archives): Was the red dragon in G3 part of some plot by the giants or their drow allies? There is an old bet riding on the answer, and I may owe a long-time friend a two-liter of Coca-Cola.

The dragon was there as a part of the muscle of the fire giants--for attack and defense. It was not a part of a singular plot, but there as a general member of the overall one.

Cheers,
Gary

Col_Pladoh

Wednesday, 28th June, 2006, 04:17 PM

Quote:

*Originally Posted by **Treebore***

I definitely hate the attitude that it is the DM's job to keep the PC's alive. I agree that I should leave them the ability to run, but I think everything else is up to them.

That is indeed the spirit in which the game was devised, so in that regard you are spot on as our English fellows say.

Quote:

Then again, I love Tomb of Horrors, Lost Caverns of Tsojanth, and all the other "killer" dungeons. I like bragging rights. Whether it is for having survived or died in the most gruesome and/or original manner. Or for having died 8 times, and every time being from failing to save versus the death/20 poison. 8 consecutive failed saves against the same type of poison. Thankfully the DM decided my obvious allergy towards it had become severe enough that I would break out in hives and have a sneezing fit just from coming within 5 feet of it. Decanter of Endless Water became my great "wash the poison away" friend. :)

Again, I agree with what you state in regards to the merits of difficult dungeons. Even if one loses one's PC therein, the enjoyment of relating the circumstances of that demise to a group of gamers that had similar experiences is well worth the loss IMO. I managed to get Yrag and several of his cohorts through a dungeon similar to Tsojcanth, one that Rob Kuntz created and DMed. I foolishly had the party seek out an orange area of the map I glimpsed, and the lot were nearly incinerated when I finally managed to stumble upon the sole means of ingress to the chamber. I quit that sort of fudging after that :uhoh:

Those that claim using various means of discovering deadly areas, flunkies, animals, even a 10' pole, is not "thinking" are certainly not themselves rational. It requires planning and thought to do that...

Cheers,
Gary

Col_Pladoh

Wednesday, 28th June, 2006, 04:25 PM

Quote:

*Originally Posted by **MutieMoe***

Where the idea of alignments came from? I find this particularly interesting as it is one the game mechanics that directly describes personality of the character in question. When and why the need for alignments came in to play?

In OD&D I used the Moorcock division of Law and Chaos to serve to describe the general motives of the persons and creatures involved in the game, the Good and Evil. It soon became evident to me that those descriptors were not synonyms, that all that was lawful was not good, all that was chaotic was not evil, and animals were generally not concerned with any of those ethical mindsets.

So when I began writing the OAD&D game rules in 1976 I decided on the nine alignment system. The why is as noted above, and the wherefor was to enable the DM to roleplay the "monsters" encountered by the player party and judge the players' manner of enacting the role of their separate PCs; for the players to more easily determine the nature of and properly play their character. Thus the rather lengthy descriptions of each alignment.

Cheers,
Gary

Cheers,
Gary

BOZ

Wednesday, 28th June, 2006, 06:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

Hydra snails are the specialty of Mordenkainen, many attacks in one, as it were.

ooh, hydra flail snails would be wicked nasty! that's a few dozen clubbing attacks per round isn't it? ;)

rgard

Wednesday, 28th June, 2006, 06:43 PM

Quote:

*Originally Posted by **Col_Pladoh***

Just so :uhoh:

Most of the players in my campaign, all of my own PCs, were never too proud to take to their heels when the opposition was clearly overwhelming. In fact, a good bit of thrilling adventure went into some of the ensuing chases. When Mordenkainen and bigby met their fate at the hands of Rob's super iron golem, it was because they hadn't the means to escape quickly, not that they didn't wish to beat feet :lol:

As a DM I made lemonade out of the "lemons" of the new players' reluctance to flee, to stand and die before a foe that was trashing them. That is how the Old Guard Kobolds came into being, and they have grown in both individual ability, numbers, and organization so they now pose a meaningful threat to PC parties of 4th or 5th level. Sadly, a group of such PC that were veterans took out of them out, but it was a casual play session, so I won't count it against the little humanoids :p

*Cheers,
Gary*

Hi Gary!

First time I've posted in one of your threads. Like so many others, I thank you for creating a game that I've loved for years now. Love it so much that I opened my own game store. I have the blue book (from the boxed set I picked up in the late 70s) proudly displayed in the store. Again, thanks!

Back to post. We never had a problem fleeing when the odds were against us as PCs. We just quoted Monty Python and yelled "Run away, run away." And as we ran away somebody (who was fleeing) would yell, "let me face the peril!" But his character would continue to flee anyway.

Thanks,
Rich

Col_Pladoh

Wednesday, 28th June, 2006, 07:03 PM

Quote:

Originally Posted by **BOZ**

ooh, hydra flail snails would be wicked nasty! that's a few dozen clubbing attacks per round isn't it? ;)

:D

Depends on the hydra, typically five, seven, or nine heads. Of course the most desirable sort to polymorph is that with the most heads!

Cheers,
Gary

Col_Pladoh

Wednesday, 28th June, 2006, 07:09 PM

Quote:

Originally Posted by **rgard**

Hi Gary!

First time I've posted in one of your threads. Like so many others, I thank you for creating a game that I've loved for years now. Love it so much that I opened my own game store. I have the blue book (from the boxed set I picked up in the late 70s) proudly displayed in the store. Again, thanks!

Back to post. We never had a problem fleeing when the odds were against us as PCs. We just quoted Monty Python and yelled "Run away, run away." And as we ran away somebody (who was fleeing) would yell, "let me face the peril!" But his character would continue to flee anyway.

*Thanks,
Rich*

Hi Rich,

Welcome, and it is a good choice you made, for running a shop is a more likely means of earning a gaming livelihood than is creating games and support material... Where exactly is your shop located?

Your reference to Monty Python in regards fleeing does strike a chord, for my players would do the same, or else sing verses from "Brave Sir Robin." When I am having my own PC flee in unseemly haste I usually quote Falstaff's lines in Shakespeare's plays: "He who runs away lives to fight another day," or "discretion is the better part of valor."

Cheers,
Gary

rgard

Wednesday, 28th June, 2006, 07:25 PM

Quote:

Originally Posted by **Col_Pladoh**

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*Cheers,
Gary*

Hi Gary,

The shop is in Sarver, PA. Just north of Pittsburgh (center of the universe...just ask anybody from here.) :-)

The jury is still out on the livelihood aspect of this, but Christmas is less damaging to the wallet given I have 3 sons (ages 8, 11, 13) to whom I've introduced to RPGs and miniatures gaming.

Also, 6 gamers (D&D players) are in the store now and all say 'hi and thanks' too!

Thanks again,
Rich

haakon1

Thursday, 29th June, 2006, 07:02 AM

Quote:

Originally Posted by **Treebore**

Lost Caverns of Tsojanth, and all the other "killer" dungeons.

Tsojcanth was a "killer"? I thought I was just being a scaredy pants about it. Still we made it through alive, after some Resurrections. :lol:

Col_Pladoh

Thursday, 29th June, 2006, 03:32 PM

Quote:

*Originally Posted by **rgard***

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Also, 6 gamers (D&D players) are in the store now and all say 'hi and thanks' too!

*Thanks again,
Rich*

Okay!

All gamers in the vicinity of Sarver, PA, you know where to shop :cool:

Your sons are all of perfect age for gaming in general and RPGs in particular. Just keep them as far as possible from the computer... :lol:

And give my regards to the regulars at your place. sure wish Lake Geneva had a game shop again.

Cheers,
Gary

Col_Pladoh

Thursday, 29th June, 2006, 03:34 PM

Quote:

*Originally Posted by **haakon1***

Tsojcanth was a "killer"? I thought I was just being a scaredy pants about it. Still we made it through alive, after some Resurrections. :lol:

That's not a bad thing!

Mordie and company hoarded wish items for just such occasions, used them frequently :eek:

Cheers,
Gary

Ron

Thursday, 29th June, 2006, 11:04 PM

Colonel,

What about the initial part of the *Temple of Elemental Evil*, up to the end of the moathouse? It's one of my favorite memory of a game, although it strikes me as quite different from your other books. Was it intentional to expand the kind of modules offered?

Best wishes,
Ron

Col_Pladoh

Thursday, 29th June, 2006, 11:17 PM

Quote:

*Originally Posted by **Ron***

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*Best wishes,
Ron*

Howdy Ron,

Along with the *Village of Hommlet* module, *Temple of Elemental Evil* was what I planned as part of an ongoing demi-campaign series, something regarding Stoink to be the third, and then wherever my own group's play led for a concluding offering. As things shook out though I never did get to the latter part... :confused:

Cheers,

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Gentlegamer

Thursday, 29th June, 2006, 11:18 PM

Haven't seen an answer, assuming Gary hasn't seen it:

Quote:

Originally Posted by **Gentlegamer**

Quote:

Originally Posted by **Col Pladoh**

That sort of campaign is hogwash in terms of the FRPG, proper for a comic book superhero system where the characters can become tremendously powerful and need such opponents to make the game even vaguely interesting. In short, I think the concept is childish and not worth pursuing by mature gamers.

Forgive me for back-tracking the thread a bit . . .

On this thought, what of campaigns deliberately designed for high-level play, such as that of Francois Marcela-Froideval?

Ron

Thursday, 29th June, 2006, 11:24 PM

Quote:

Originally Posted by **Col_Pladoh**

Howdy Ron,

Along with the Village of Hommlet module, Temple of Elemental Evil was what I planned as part of an ongoing demi-campaign series, something regarding Stoink to be the third, and then wherever my own group's play led for a concluding offering. As things shook out though I never did get to the latter part... :confused:

*Cheers,
Gary*

I played T1-T4 but we stopped at the Temple door. However the part around Hommlet really captured my imagination. I found it to be quite refreshing compared to your other modules and it would be great if you could not only supervise but actually finish the whole book.

Col_Pladoh

Thursday, 29th June, 2006, 11:29 PM

Quote:

Originally Posted by **Gentlegamer**

Haven't seen an answer, assuming Gary hasn't seen it:

Right-O,

I totally missed that post. sorry.

No question that Francois had a well run, carefully thought-out campaign, but it was not really D&D, but rather a spin-off of that game that had moved into the realm of comic book superhero play. If you have seen any of his graphic novels, the *Cronicles of the Black Moon*, you will understand what I mean. that said, had he toned things down just a bit, the campaign would have been pure, if imaginatively evolved AD&D. Although none of even the most potent NPCs could slay deities, they and some of the PCs, were as potent as demigods, Mephreton (sp?) most certainly at the top of that rank.

Cheers,
Gary

Col_Pladoh

Thursday, 29th June, 2006, 11:36 PM

Quote:

Originally Posted by **Ron**

I played T1-T4 but we stopped at the Temple door. However the part around Hommlet really captured my imagination. I found it to be quite

refreshing compared to your other modules and it would be great if you could not only supervise but actually finish the whole book.

T1 was in the general vein of the D&D game module B2. Introductory modules are fine if you are breaking in a new group of players, but otherwise writing them is not very exciting... When I wrote the LA introductory module, *Living the Legend*, it was a lot of fun for me and the play-testers, as several of them were not veteran LA game players. I still enjoy using the work to introduce newcomers to the system.

Cheers,
Gary

haakon1

Friday, 30th June, 2006, 01:30 AM

"Purists" insulted by WOTC

Re: The discussion of whether 3e has gotten a little too soft, with too much encouragement of level appropriate dungeons, etc. . . .

WOTC has gone way too far in this little bit on their site.

Basically, they say players should AUDIT their characters sheets for the value of their total against what WOTC says they OUGHT to have, and complain if their DM is "putting them in the poorhouse".

They are also encouraged to argue or quit if they don't like the DM's rules on core classes, and the WOTC writer says this, about the idea of not buying all WOTC's supplemental books, and just using the core books instead:

<<A "purist" is the most obnoxious brand of anything, because that label carries with it an implicit (or explicit) snootiness that declares that any other way of doing things is not only impure but also substandard and unworthy. There's a pretentiousness involved in declaring yourself a purist, and it seems as if you see this as a point of friction between yourself (and the other players perhaps) and the DM.>>
- Jason Nelson-Brown

<http://www.wizards.com/default.asp?x=dnd/sg/20060623a>

Clearly, WOTC has made a philosophical/marketing decision on what D&D ought to be like, and has moved away from the most basic rule: the DM decides.

I guess it makes sense from a short term sales point of view to maximize their sales of crunch books to players, but they don't seem to get that stats-crazed munchkins aren't running the games, and if nobody is running the game, nobody is buying books. In all my 25 years of playing and 20 years of DMing, I've never been so insulted. :p Actually, I just don't care what they have to say . . . but they are being jerks in a brazenly odd way.

Gentlegamer

Friday, 30th June, 2006, 01:37 AM

Great Scott! If anyone ever needed evidence of the idea of player entitlement under d20, there it is! Unbelievable!

lkj

Friday, 30th June, 2006, 01:54 AM

Quote:

Originally Posted by **haakon1**

Re: The discussion of whether 3e has gotten a little too soft, with too much encouragement of level appropriate dungeons, etc. . . .

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Basically, they say players should AUDIT their characters sheets for the value of their total against what WOTC says they OUGHT to have, and complain if their DM is "putting them in the poorhouse".

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To be fair, those couple of quotes are a bit out of context. Immediately after the paragraph about purists, the next line is "That said, there's nothing inherently wrong with playing with just the core rulebooks". In fact he goes on to argue that it's easier, and then says, that as long as you knew it was core-only going in-- "then what's the problem?" Given this, it seems hard to argue they are trying to trick you into forcing your DM to buy more books. Just from my quick read, it seems to me his argument is with people defining themselves as "purists".

Next-- The bit about 'auditing' comes only after he's explained that wealth accumulation is 'a matter of style' and that a DM might keep you on a tight budget for various reasons. His caveat is that the encounters should be designed accordingly. In fact, the whole audit is a suggestion if the whole thing "is affecting your enjoyment of the game" so that you can see if your DM realizes what he's doing.

Now, all that said, I agree the whole article is still a little thick on player empowerment. Just not as bad as your suggesting based on the particular quotes.

And this is coming from a bastard, tight-wad DM who is constantly putting his players on the brink of TPK and putting them in situations where they frequently need to run away. So there. All Hail Gygax!

Cheers,
AD

merelycompetent

Friday, 30th June, 2006, 02:11 AM

Quote:

*Originally Posted by **Col_Pladoh***

The dragon was there as a part of the muscle of the fire giants--for attack and defense. It was not a part of a singular plot, but there as a general member of the overall one.

Ahh... hmmm... Well, I guess I lost the bet :eek: I think I'll print that page out, sign it, and FedEx it (along with a 2-liter bottle of Coca-Cola) to my friend. It should fizz really well when he opens it...

Col_Pladoh

Friday, 30th June, 2006, 03:38 AM

Hmmm...

I wonder if the folks at WotC understand that all RPGs are driven by the GMs that run the games. Without them, they will have no paper game property. Telling players to give their DMs a hard time is most counter-productive.

All dissatisfied DM, come on over to the LA game system, or C&C if you must have a class/level based game. In both systems the GM is the final arbiter :lol:

Cheers,
Gary

airwalkrr

Friday, 30th June, 2006, 09:07 AM

Alright Gary, here's another humzinger for ya. I am wondering about the motivations for designing some elements of the original classes, particularly the way leveling up worked. Why did you have different XP progressions for each class? Also, some of the XP tables seemed to "speed up" at some points while others "slowed down" at others. What was the rationale for this?

I ask because I am working diligently on designing my own advancement system, particularly with regard to balancing multiclass and dualclass characters. I like a lot of the ideas from AD&D and OD&D, especially compared to 3e, but before I begin tweaking them heavily, I wanted to know the background behind the design so I can be aware of it while I work on my own system. Particularly I am wondering if a universal system where each class follows the same progression is better than a differential one and/or the ramifications of the differences. Thanks a ton!

haakon1

Friday, 30th June, 2006, 09:32 AM

Quote:

*Originally Posted by **Col_Pladoh***

Look! there in the dungeon. It's a iron golem. No it's a titan. No, it's Supermunchkin!

:] :lol: :]
Cheers,
Gary

Heh. Iron golem reminds me of "Mordenkainen's Fantastic Adventure", which reminds of the fun of not knowing what you're fighting, but knowing you're facing a TPK of your many-years played characters right quick if you don't figure it out.

I'm not sure why WOTC thinks we need motorcycle helmet laws for our characters.

Live free or die, get rich or die trying. What's wrong with a role playing world that works like that? :lol: It's fun preaching to the choir.

haakon1

Friday, 30th June, 2006, 09:36 AM

Quote:

*Originally Posted by **merelycompetent***

polymorphing fire giants into ants

Fire giant ants are the red ones, right? ;)

haakon1

Friday, 30th June, 2006, 09:51 AM

Quote:

Originally Posted by **lkj**

Now, all that said, I agree the whole article is still a little thick on player empowerment. Just not as bad as your suggesting based on the particular quotes.

Point taken, but WOTC really did publish this:

<<If you feel that your characters are truly cash-starved, and it is affecting your enjoyment of the game, talk to the DM. Do a wealth audit and see where your characters stand vis-à-vis the assumed average wealth for the game. Your DM may not realize how stingy he's been, and if you point it out, he might reshuffle things a bit to help you catch up. If it turns out that dialing down the money was an intentional thing, you can ask the reason why and negotiate about how and whether you want the campaign to continue. >>

The idea of an "audit" to see if my players are getting enough loot, and negotiating to get more, that just shocked me. I can't see any circumstances under which that behavior is at all appropriate, so I'm still in shock that WOTC is saying that.

The general tenor of the article switches back and forth before the "normal" hey, different strokes for different folks, if you don't like your campaign, learn to live with it or move on stuff to this 'audit and negotiate' player entitlement stuff: the right to prestige classes, the right to sufficient treasure, the right to sufficient treasure from underling monsters so that if you wimp out and fail to complete an adventure, you are still rewarded? What gives?

The audit scenario is like Knights of the Dinner Table . . . players threaten to unionize because el Ravager NEEDS a +12 sword, because he needs the bonus to make the Swords of Domination prestige class minimum to hit bonus. And Gary Jackson's Hard Eight games clearly states that a player who has been on 20 or more adventures is entitled to a value for at least 150,000 gp, +10% if they bought the "player advantage treasure horders handbook". :mad:

gideon_thorne

Friday, 30th June, 2006, 04:01 PM

Quote:

Originally Posted by **haakon1**

The general tenor of the article switches back and forth before the "normal" hey, different strokes for different folks, if you don't like your campaign, learn to live with it or move on stuff to this 'audit and negotiate' player entitlement stuff: the right to prestige classes, the right to sufficient treasure, the right to sufficient treasure from underling monsters so that if you wimp out and fail to complete an adventure, you are still rewarded? What gives?

chuckles They are just enforcing their 'right' to get people to buy things and the rights of people to go out and buy them. :)

Col_Pladoh

Friday, 30th June, 2006, 04:58 PM

Quote:

Originally Posted by **airwalkrr**

Alright Gary, here's another humzinger for ya. I am wondering about the motivations for designing some elements of the original classes, particularly the way leveling up worked. Why did you have different XP progressions for each class? Also, some of the XP tables seemed to "speed up" at some points while others "slowed down" at others. What was the rationale for this?

Simply put, it was all for game balance, and it worked reasonably well, I opine. Classes in game design will be held here on my front porch :lol:

Quote:

I ask because I am working diligently on designing my own advancement system, particularly with regard to balancing multiclass and dualclass characters. I like a lot of the ideas from AD&D and OD&D, especially compared to 3e, but before I begin tweaking them heavily, I wanted to know the background behind the design so I can be aware of it while I work on my own system. Particularly I am wondering if a universal system where each class follows the same progression is better than a differential one and/or the ramifications of the differences. Thanks a ton!

See above ;)

solid creative ability plus intuition coupled with a good deal of play-testing will get you where you need to be :cool:

Cheers,
Gary

Col_Pladoh

Friday, 30th June, 2006, 05:03 PM

Quote:

Originally Posted by **haakon1**

Heh. Iron golem reminds me of "Mordenkainen's Fantastic Adventure", which reminds of the fun of not knowing what you're fighting, but knowing you're facing a TPK of your many-years played characters right quick if you don't figure it out.

You should have seen the expression on the faces of my vetean players with relatively high level PCs when on the island they had been magically transported to they encountered and recognized the huge bronze golum, Talos, Of course they metagamed and undid the hatch on his

heel. When 100 iron golems came pouring out, those being what powered Talos,the panicky flight was hilarious.

Quote:

I'm not sure why WOTC thinks we need motorcycle helmet laws for our characters.

Live free or die, get rich or die trying. What's wrong with a role playing world that works like that? :lol: It's fun preaching to the choir.

And I enjoy hearing it :D

Cheers,
Gary

Col_Pladoh

Friday, 30th June, 2006, 05:04 PM

Quote:

*Originally Posted by **haakon1***

Fire giant ants are the red ones, right? ;)

That stings, but I can't think of a biting retort...

:p
Gary

gideon_thorne

Friday, 30th June, 2006, 05:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

That stings, but I can't think of a biting retort...

:p
Gary

Oh no! More puns! I guess someone's going to have to come along and up the ant-ty :lol:

lkj

Friday, 30th June, 2006, 05:22 PM

All I'll say is that this whole topic is making me antsy.

AD

Gentlegamer

Friday, 30th June, 2006, 05:26 PM

I shiver with ant-icipation . . .

Gary Gygax Q&A: Part X

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Col_Pladoh

Friday, 30th June, 2006, 05:31 PM

That's a hill of a lot of ant puns. I feel as if I were in a piz-mire :uhoh:

Gary

lkj

Friday, 30th June, 2006, 05:39 PM

Ack! I'm telling you, it's getting worse. It's inspiring feelings of formication!

AD

PS: A friend taught me that very cool word not long ago . . . and no, the 'm' is not a typo . . .

Col_Pladoh

Friday, 30th June, 2006, 05:46 PM

Quote:

*Originally Posted by **lkj***

Ack! I'm telling you, it's getting worse. It's inspiring feelings of formication!

AD

PS: A friend taught me that very cool word not long ago . . . and no, the 'm' is not a typo . . .

:lol:

Excellent!

I'll have to work hard, guard against acid responses to my posts, as I see an army of them in the offing.

Cheers,
Gary

lkj

Friday, 30th June, 2006, 05:55 PM

Quote:

*Originally Posted by **Col_Pladoh***

:lol:

Excellent!

I'll have to work hard, guard against acid responses to my posts, as I see an army of them in the offing.

*Cheers,
Gary*

Ah! Your punnitude is clearly exceptional! I don't know how I'm going to tunnel my way out of this one . . .

lkj

Friday, 30th June, 2006, 05:58 PM

Of course, were I a carpenter it would be easier . . . though I suppose the structure of my responses would still be riddled with holes . . .

AD

Col_Pladoh

Friday, 30th June, 2006, 06:05 PM

Those puns made me fairly moan, so I got your message.

Cheers,
Gary

BOZ

Friday, 30th June, 2006, 06:25 PM

i'm formian an opinion that's very much ant-i pun towards this thread.

gideon_thorne

Friday, 30th June, 2006, 06:27 PM

In topics of this nature there is always a thesis and anty-thesis

lkj

Friday, 30th June, 2006, 06:57 PM

Quote:

*Originally Posted by **Col_Pladoh***

Those puns made me fairly moan, so I got your message.

*Cheers,
Gary*

A moan from the great Gary Gygax! You've made my day. But I'll leave the last to you, before this poor thread gets totally swarmed. I mean it. I'm done.

Cheers. And sorry. Was in a punny mood today, apparently.

AD

Col_Pladoh

Friday, 30th June, 2006, 07:48 PM

To take account of things here:

We were in the red, but it's moved to the black. So keep your antennas point in the right direction as all good pupas of insect punning should, a mandibleatory requirement.

Cheers,
Gary

merelycompetent

Friday, 30th June, 2006, 08:27 PM

Quote:

*Originally Posted by **Col_Pladoh***

To take account of things here:

We were in the red, but it's moved to the black. So keep your antennas point in the right direction as all good pupas of insect punning should, a mandibleatory requirement.

*Cheers,
Gary*

Apparently, my last post got eaten by the Internet Ghods. So to keep anyone else from bugging me about it, here is the royal plan nesting in my mind:

I think I'll print out the entire page containing my question and Mr. Gygax's answer, sign it, and FedEx it along with a 2-liter bottle of Coca-Cola to my friend. It should be nice and fizzy by the time he gets it :D

There, that should sweeten the deal, if you follow the trail of my thinking. Now, doubtless you are all tired of hearing me drone on and on about an old friend. Surely by now, we've hatched enough puns and are in danger of tunneling into other threads, where they may already be formic a basic defense against our primary weapon. We can soldier on en masse and overwhelm them by sheer numbers. We have to be careful of anti-tank fire, but we can probably feeler way through. :]

airwalkrr

Saturday, 1st July, 2006, 07:11 AM

Quote:

*Originally Posted by **Col_Pladoh***

Simply put, it was all for game balance, and it worked reasonably well, I opine. Classes in game design will be held here on my front porch :lol:

So in other words, it was felt by you and the other designers that classes like the paladin (which typically required more XP per level) were more powerful than classes like the thief (which was the power-leveller of the game) and that they needed to level at different rates to remain equivalent? Was that the rationale, or is there another element of balance I am missing?

Treebore

Saturday, 1st July, 2006, 09:26 AM

Quote:

Originally Posted by **airwalkrr**

So in other words, it was felt by you and the other designers that classes like the paladin (which typically required more XP per level) were more powerful than classes like the thief (which was the power-leveller of the game) and that they needed to level at different rates to remain equivalent? Was that the rationale, or is there another element of balance I am missing?

Not only did they feel like the Paladin was, they were right! It gets a lot more powerful when/if they ever get the Holy Avenger.

Personally, I like the different xp for each class approach instead of trying to keep each class equally balanced so you can have one xp chart. So take the two extremes. If I remember correctly, at high lev3els the wizard takes 375,000 xp to level up. The weakest character class was either the Thief or the cleric, and took something like 225,000 xp to level up. So the weakest class earned darn near two levels for every one the Wizard earned, keeping the thief in the "power level" ballpark.

This makes a lot more sense to me than to try and say a 10th level rogue in 3E is just as powerful as a 10th level wizard. Stripped of all magic items and just class abilities versus class abilities I would bet the wizard comes out alive and the rogue comes out fried 10 times out of 10.

Differing the xp requirements, and therefore rate of advancement of the powerful classes, is the closest your ever going to get to a fair and equitable balance of power between classes that are inherently on different scales of power to begin with.

Then, once you get that worked out, how do you balance the powers of magic items when possessed by a character? You can't. The only thing a rational DM can strive for is a close approximation.

I don't even want to talk about how feats complicate things even more. Or certain skills. The idea of evenly balanced classes is a goal that is a mythical dream. It does not exist in D&D, or any other system that I am aware of. It is only something that we can only get close enough to that everything works well enough that we play it.

All these discussions of balanced and unbalanced are funny to me. There is no "true" balance, only a close approximation.

Col_Pladoh

Saturday, 1st July, 2006, 04:35 PM

Quote:

Originally Posted by **airwalkrr**

So in other words, it was felt by you and the other designers that classes like the paladin (which typically required more XP per level) were more powerful than classes like the thief (which was the power-leveller of the game) and that they needed to level at different rates to remain equivalent? Was that the rationale, or is there another element of balance I am missing?

Properly, there were no other designers involved in this regard, and it was my sole decision, mostly my sole creative input in fact.

I do believe that the millions of persons that played and enjoyed the AD&D game demonstrate the correctness of my design choice, much of it based on playing the D&D game intensley for four years, averaging about 20 or more hours of DMing and play a week over that period.

Cheers,
Gary

Col_Pladoh

Saturday, 1st July, 2006, 04:39 PM

Treebore,

I pretty well concur with what you state, and most of the AD&D game audience certainly does. All character classes are not equal, but the differing advancement requirements helps to keep them relatively so.

Cheers,
Gary

SuStel

Sunday, 2nd July, 2006, 12:08 AM

Quote:

Originally Posted by **airwalkrr**

So in other words, it was felt by you and the other designers that classes like the paladin (which typically required more XP per level) were more powerful than classes like the thief (which was the power-leveller of the game) and that they needed to level at different rates to remain equivalent? Was that the rationale, or is there another element of balance I am missing?

I don't think it was so much about keeping the classes equivalent. It was more about providing appropriate challenges for the classes. A magic-user had more powerful tools to accomplish his goals, so he needed to acquire more experience points to make the adventure challenging enough.

If you've ever played the *Dungeon!* board game, you know that Heroes need only 10,000 gold pieces to win the game, while Wizards need 30,000. Wizards are clearly superior to Heroes in almost every respect, but the challenge is in getting three times as much gold. The principle is the same in D&D.

Orius

Sunday, 2nd July, 2006, 05:32 AM

Quote:

Originally Posted by **Col_Pladoh**

Hmmm...

I wonder if the folks at WotC understand that all RPGs are driven by the GMs that run the games. Without them, they will have no paper game property. Telling players to give their DMs a hard time is most counter-productive.

I'd say the article seems to be presented slightly out of context. One of the gists seems to be that sometimes players and DMs approach the game with different sets of assumptions.

I think it really depends on the style of both players and DMs. On one hand there are the sadistic killer DMs who like throwing very hard encounters and give them rewards along the lines of a few coppers or burnt-out ioun stones. ;) That might be fun for the DM, but the players aren't going to enjoy that if that's what they get on a regular basis. On the other hand there are players who expect everything handed to them, and don't go out of the way to bother looking for anything. I've ran games in the past where the PCs wouldn't bother to look for treasure and often overlooked the occasional hoard. If those players came up with me with a character audit, I certainly wouldn't tell them where they missed treasure in the past, and I'd probably be hesitant to tell them they missed it at all, because I don't want the adventures to devolve into killing every monster in the room, then spending the next 6 hours in game rapping the walls for hidden compartments, ripping up the stones in the floor, or gutting the monsters to see what they might have swallowed, then moving on to the next dungeon room and repeating the process *ad nauseam*.

However, I do agree with the article when it says the current edition was designed with certain wealth levels in mind. But it's really the DM's place, and not the place of the players to decide whether or not the players are behind on resources and adjust accordingly. More XP isn't necessarily the answer either, because that will just increase character advancement and not solve the resource problem, but make it worse. But I think what's really needed is a fair-minded DM who is willing to reward the player for heroic action, and not the killer type who uses DMing as a power trip.

airwalkrr

Sunday, 2nd July, 2006, 07:54 AM

Quote:

Originally Posted by **Col_Pladoh**

Properly, there were no other designers involved in this regard, and it was my sole decision, mostly my sole creative input in fact.

I am corrected then. Consider me chastised for my ignorance. ;) I simply did not wish to do others a disservice if they helped come up with the idea in question. This brings up an interesting question for me though, since I was born after D&D was invented. I know you are credited with "creating D&D" and I certainly don't question that. But just how much was 1st edition your sole work and how much of it was inspired or suggested by others? 90% or greater? I mean, although you might be deific compared to such mortals as I, you did have help obviously with such a monumental task of creating a brand new game and getting it marketable. It is my current understanding that you were the primary designer and Dave Arneson collaborated. Was Rob Kuntz's contribution early on limited to DMing? What kinds of things did Dave Arneson help with? Others?

Quote:

Originally Posted by **Col_Pladoh**

I do believe that the millions of persons that played and enjoyed the AD&D game demonstrate the correctness of my design choice, much of it based on playing the D&D game intensely for four years, averaging about 20 or more hours of DMing and play a week over that period.

Oh obviously. I find AD&D an incredibly well-designed and well-thought out system. I am not trying to tell you that you could have done a better job or anything. I am just seeking to make some adjustments to coincide with my tastes and the tastes of my group and was trying to be circumspect about the consequences of "changing the rules."

Quote:

Originally Posted by **Col_Pladoh**

Treebore,

I pretty well concur with what you state, and most of the AD&D game audience certainly does. All character classes are not equal, but the differing advancement requirements helps to keep them relatively so.

Cheers,
Gary

That is what I figured the reason was. I just wanted to make sure I wasn't missing something. Thanks a lot!

Col_Pladoh

Sunday, 2nd July, 2006, 04:20 PM

Quote:

Originally Posted by **SuStel**

I don't think it was so much about keeping the classes equivalent. It was more about providing appropriate challenges for the classes. A magic-user had more powerful tools to accomplish his goals, so he needed to acquire more experience points to make the adventure challenging enough.

If you've ever played the Dungeon! board game, you know that Heroes need only 10,000 gold pieces to win the game, while Wizards need

30,000. Wizards are clearly superior to Heroes in almost every respect, but the challenge is in getting three times as much gold. The principle is the same in D&D.

Hi SuStel,

That pretty well sums up things, but keeping the classes equivalent means that the challenge for a particular adventure is appropriate to all classes of PCs of the equivalent level ;)

I did indeed develop the *Dungeon!* game that Dave Megary designed...

Cheers,
Gary

Col_Pladoh

Sunday, 2nd July, 2006, 04:26 PM

Howdy Orius,

To me it is self-evident that the Game Master is there to provide exciting entertainment to the player group, even as he enjoys presenting that to them. If the players don't enjoy the GM's offering, they leave the group. If the GM doesn't find enjoyment in running game sessions for the group he quits doing so.

The publisher of the RPG being run, not anybody else for that matter, can't add or subtract anything in regards that.

Cheers,
Gary

Col_Pladoh

Sunday, 2nd July, 2006, 05:41 PM

Quote:

*Originally Posted by **airwalker***

I am corrected then. Consider me chastised for my ignorance. :)

Greetings Airwalker,

:lol: I didn't mean to sound like a scold. Pardon me :heh: There were indeed a lot of gamers giving me useful input in regards to my design, but I was the only one doing the work, deciding what was "right" and "wrong." For example, before the D&D game was published, in early 1973, I allowed any class of character to use a wand, but if they were not a mgic-user, they had to roll their Int or ledd on 3d6 to make it work. The players generally liked that, but I scrubbed the rule as it blurred class lines.

Quote:

I simply did not wish to do others a disservice if they helped come up with the idea in question. This brings up an interesting question for me though, since I was born after D&D was invented. I know you are credited with "creating D&D" and I certainly don't question that. But just how much was 1st edition your sole work and how much of it was inspired or suggested by others? 90% or greater? I mean, although you might be deific compared to such mortals as I, you did have help obviously with such a monumental task of creating a brand new game and getting it marketable. It is my current understanding that you were the primary designer and Dave Arneson collaborated. Was Rob Kuntz's contribution early on limited to DMing? What kinds of things did Dave Arneson help with? Others?

Your concern regarding others is understood :cool:

I can not attribute percentages of actual creativity to the whole, but here is how the OD&D game came into being:

I wrote the *Chainmail* Medieval Military iniatures Rules "Man-to-Man" and "Fantasy Supplement" c. 1970, and the booklet was published in 1971.

Dave Arneson and I met at a GenCon here in Lake Geneva around 1968, and with Mike Carr we authored the *Don't Give Up the Ship* Naval Miniatures rules for the Great Age of Sail around 1971-2.

Dave was running a man-to-man (1 figure = one person) *Chainmail* fantasy campaign around then, and he and Dave Megary came down from the Twin Cities to see us, the gaming group, in Lake Geneva in the late autumn of 1972. Arneson brought some of his campaign material with him and Megary brought his *Dungeon!* boardgame for us to play. Megary said he had used the *Chainmail* Fantasy Supplement (which is obvious from the game itself) and sme of Arneson's ideas to create his boardgame. Would I become his agent, for he could find no one to publish it. We all had a great time in Dave's campaign and playing Megary's boardgame. I was enthused, and said I was going to create a full-fledged set of fantasy game rules; and yes, I would approach both Guidon Games, for whom I was Chief Editor, and The Avalon Hill Company in regards to the *Dungeon!* boardgame.

At the end of 1972 I had written a 50 p. ms. for the fantasy game. Arneson was to send me all the rules notes he used in his campaign, but nothing usable arrived, so I write the entire ms. off the top of my head. At the same time I did a minor board re-design for the *I]Dungeon![/I]* game)mainly on the 4th level adding the "Torture Chamber" to balance the two parts of it, revised the monster and treasure cards, and cleaned up the rules.

Of course during all this time we were playing both the RPG abd the boardgame regularly, about every day for several hours as it were. The initial plau-testers were my son Ernie and my daughter Elise, then ages 12 and 10 years respectively. They adventured on the first of what became 13 levels of "Castle Greyhawk" of the "Greyhawk Campaign" and loved it. I went to work immediately on a second level, even as Rob and Terry Kuntz and Don Kaye joined the play-test group. I sent out about 20 photocopies of the fantasy game rules ms. to various gamers I knew that belonged to the International Federation of Wargaming, the Castle & Crusade Society, and/or the Lake Geneva Tactical Studies Assoiation. Most of the recipients were as enthused about the game as I was.

By the late spring of 1973 we had played 100 or more sessions of the fantasy game, dozens of *I]Dungeon![/I]* boardgame games, and with the GMing and playing experience I had by then (then young Rob Kuntz being my main GM when I played), some input from those that had received copies of the nitial ms., I revised and expanded the rules to 150. pages, sent copies to the original recipients and a dozen other persons, and began to seek a publisher.

Guidon Games was not doing well, and my good friend, Tom Shaw, V.P. heading up The Avalon Hill Company laughed when I offered him one or both of the games. I then determined to do my best to start my own publishing company...a;though I had not a spare penny what with a wife and five kinder to support.

None of my family was interested in backing the project, but my old pal Don Kaye was. After seeing how large GenCon had become in 1973, the new wargame compant Game Designer's Workshop formed in June of that year exhibiting at the con, Don came over to my house afterwards and asked if I could really do it, put a publishing compant together. I said sure thing! So Don borrowed \$1,000 against a life insurance policy, he and I became equal partners in Tactical Studies Rules. We published *Cavaliers & Roundheads* Military Miniatures Rules for the English Civil War by Jeff Perren & Gary Gygax in October of 1973, hoping the sales of the booklet would generate sufficient income to afford to publish the D&D game soon thereafter, as we both knew it would be the horse to pull the company.

As an aside, I had named the fantasy game Dungeons & Dragons in the summer of 1973 after compiling two lists of potential titles, with "Dungeons" on one and "Dragons" on the other. When my little daughter Cindy said, "Oh daddy, I like Dungeons & Dragons best!" I went with

her. choice.

Brian Blume attended Gencon in 1973, asked to join the LGTSA, and he was accepted. When he played the D&D game at my house, Brian became as enthused as we were, and when TSR was formed he asked to join as a partner. As we had only around \$700 from sales, wanted to get the D&D game out, we agreed he could be an equal partner for \$2,000. He joined the company thus in December, and I took the D&D ms. to Graphic Printing, then here in LAke Geneva, early in January 1974, ordering labels to go with the wood-grained paper-wrapped boxes I had ordered just prior to having the three booklets and reference sheets go to the printer. The whole run of 1,000 booklets, reference sheets sets, box front and spine labels, and boxes came to around \$2,300.

Our first sale was one mail-order shipped off at the end of January when the game was hot off the press.

The next additions to the game were in process soon thereafter, those being the material published as the rules supplement booklet *Greyhawk* in 1975, again all of which I wrote, but with a lot of creative input from Rob, so I included him as a co-author.

I began writing the material for the AD&D game in 1976, and I did all of it by myself as well, again with a good deal of useful input from the fellow gamers named in the work.

There you have it.

Quote:

Oh obviously. I find AD&D an incredibly well-designed and well-thought out system. I am not trying to tell you that you could have done a better job or anything. I am just seeking to make some adjustments to coincide with my tastes and the tastes of my group and was trying to be circumspect about the consequences of "changing the rules."

I appreciate the lauds :) Rest assured that I don't think the OAD&D rules are perfect, can't be improved upon by change, addition, or excision. As a matter of fact, I did that frequently as I DMed :lol:

Quote:

That is what I figured the reason was. I just wanted to make sure I wasn't missing something. Thanks a lot!

Sure, and now you probably have more information than you wanted :eek:

Cheers,
Gary

Orius

Sunday, 2nd July, 2006, 07:13 PM

Quote:

*Originally Posted by **Col_Pladoh***

To me it is self-evident that the Game Master is there to provide exciting entertainment to the player group, even as he enjoys presenting that to them. If the players don't enjoy the GM's offering, they leave the group. If the GM doesn't find enjoyment in running game sessions for the group he quits doing so.

I agree. If the DM is the sadistic type that gets his kick by playing cat-and-mouse games with the PCs, then the players should walk if they don't like it. And the players should keep in mind that this is a group activity and not pursue fun at the cost of everyone else's enjoyment.

Of course there are players and DMs out there who won't do that, the upside of that is it gives us plenty of things to talk (more like argue in most cases :)) about around here.

Col_Pladoh

Sunday, 2nd July, 2006, 07:24 PM

Quote:

*Originally Posted by **Orius***

...

Of course there are players and DMs out there who won't do that, the upside of that is it gives us plenty of things to talk (more like argue in most cases :)) about around here.

:lol:

As such an excuse to argue was needed! Gamers are about as contentious a bunch as I can imagine. Perhaps that goes with the imagination possessed by most and the creativity many have. What GM worth the name doesn't "improve" the game rules or module at hand? And how many have their own RPG, module, or novel ready to publish? Heck, as I mentioned above, I am often "improving" on my own work, wondering why the devil I write it as I did in the first, or second or third, place :uhoh:

Cheers,
Gary

Nathan P. Mahney

Monday, 3rd July, 2006, 01:03 AM

Hey Gary,

Your history lesson up above there has brought something to mind. I remember you once writing that Dave Arneson complained about the Dungeons & Dragons rules being 'not right', or something to that effect. Can you remember what it was about the game that he was dissatisfied with?

- Nathan P. Mahney -

John Drake

Monday, 3rd July, 2006, 01:40 AM

Didn't really have a question, just wanted to throw some thanks out there to airwalker for his superb question(s), for he phrased them far more eloquently than I ever could. And of course, a big thanks to Gary for the awesome answer! Wow, it explained so much that I always wanted to know! Thank you, gentlemen! :D

Treebore

Monday, 3rd July, 2006, 03:22 AM

Gary,

I hate sounding like a sycophant, but I do have to thank you very much for giving me the best game and hobby, ever. Now one, that I in turn, get to share with my 14, 13, and 10 year old kids; and give them memories of not only great adventures, but a great time playing with their mom and dad. It is a priceless gift you have given me, my wife, and those like us. Thanks for making it happen.

Robert

airwalkrr

Monday, 3rd July, 2006, 06:53 AM

Quote:

*Originally Posted by **Col_Pladoh***

Sure, and now you probably have more information than you wanted :eek:

*Cheers,
Gary*

Oh not at all. That was a quite interesting read. Thank you for filling me in on the details!

haakon1

Monday, 3rd July, 2006, 08:59 AM

Quote:

*Originally Posted by **Orius***

But it's really the DM's place, and not the place of the players to decide whether or not the players are behind on resources and adjust accordingly. More XP isn't necessarily the answer either, because that will just increase character advancement and not solve the resource problem, but make it worse. But I think what's really needed is a fair-minded DM who is willing to reward the player for heroic action, and not the killer type who uses DMing as a power trip.

That's the heart of the issue. Is a certain amount of gp or xp of equipment is "fair" at each level?

I figure relative poverty or richness compared to someone else's campaign world is irrelevant. I doubt what you or WOTC means is "treasure for the sake of treasure", because there's inherent "fun" in accumulating the proper amount, or because players compare across campaigns and bragging rights are held in who has a better sword?

I'm guessing WOTC's reason for worrying about character wealth is that being X level assumes you have Y amount of stuff, so if you don't, you might be too weak and threatened by X-level adventures, which were supposed to be calibrated for your character safety and ease of success?

My attitude is: so what? The DM will write or choose adventures that "fit", and the players will survive by their wits and the skin of their teeth or run or die trying, hopefully having fun in the process. When risk is taken out of the game, a lot of the fun disappears too.

I hate the "motorcycle helmet law" approach WOTC is taking here. Adventuring means danger, a chance to get killed without bubble-wrap over all the sharp corners in the dungeon, and DMing means creativity and judgment. By and large, D&D players are smart enough that we don't need child safety locks. It almost seems like they're afraid to get sued if a character is killed. I want the Holodeck Safety Protocols off.
:]

I think the amount of treasure that it's "fair" for a player to have is precisely the amount that they have obtained and held onto. It's their world -- their call what adventures they pursue, how good they are at surviving, how good they are finding and retrieving treasure, and how they spend their money:

"Where is the Eye of the Serpent? Rector says you gave it to a girl. Probably for a mere night's pleasure, hm? What a loss. People have no grasp of what they do." Thulsa Doom in "Conan the Barbarian"

Col_Pladoh

Monday, 3rd July, 2006, 03:52 PM

Quote:

*Originally Posted by **Nathan P. Mahney***

Hey Gary,

Your history lesson up above there has brought something to mind. I remember you once writing that Dave Arneson complained about the

Dungeons & Dragons rules being 'not right', or something to that effect. Can you remember what it was about the game that he was dissatisfied with?

- Nathan P. Mahney -

Hi Nathan,

Sorry, but I can not recall exactly with what Dave was dissatisfied. It might have been virtually any aspect of the game. If you can give me anything in the way of memory refreshment, I'll be happy to try to recollect the nature of this.

Cheers,
Gary

Col_Pladoh

Monday, 3rd July, 2006, 03:55 PM

Quote:

*Originally Posted by **John Drake***

Didn't really have a question, just wanted to throw some thanks out there to airwalker for his superb question(s), for he phrased them far more eloquently than I ever could. And of course, a big thanks to Gary for the awesome answer! Wow, it explained so much that I always wanted to know! Thank you, gentlemen! :D

Blast that devil Airwalker :]

His rotten query made me spend an inordinate amount of time recalling ancient history and recording it here :mad: ...with a copy to my files for biographical purposes ;)

That aside, you are most welcome!

:lol:
Gary

Col_Pladoh

Monday, 3rd July, 2006, 04:00 PM

Quote:

*Originally Posted by **Treebore***

Gary,

I hate sounding like a sycophant, but I do have to thank you very much for giving me the best game and hobby, ever. Now one, that I in turn, get to share with my 14, 13, and 10 year old kids; and give them memories of not only great adventures, but a great time playing with their mom and dad. It is a priceless gift you have given me, my wife, and those like us. Thanks for making it happen.

Robert

Howdy Robert,

Not to worry, as I most certainly do not consider such statements inordinantly servile nor as attempts to curry favor (as if I could grant such thing :lol:). I am effusive with my praise for persons and things that I admire and enjoy.

It is heartening to learn that you are sharing the gaming fun with your children. I did that myself, and it was so great a time, something I shall remember and they too.

Ciao,
Gary

Col_Pladoh

Monday, 3rd July, 2006, 04:01 PM

Quote:

*Originally Posted by **airwalkrr***

Oh not at all. That was a quite interesting read. Thank you for filling me in on the details!

My pleasure :D

Cheers,
Gary

Col_Pladoh

Monday, 3rd July, 2006, 04:05 PM

Haakon1,

Well said in my estimation. As a GM that finds much enjoyment of giving PCs vast sums of wealth, then extorting it from them in some manner, or having it stolen and thus provide the basis for an adventure, the wealth of PCs depends more on the campaign than on their level.

Cheers,
Gary

Flexor the Mighty!

Monday, 3rd July, 2006, 06:42 PM

Hi Gary. I just wanted to let you know how much I am enjoying two of your books I just bought. The Yggsburgh book for CZ, and Living Fantasy. Both are excellent and I'm finding the stuff in the Living Fantasy book great for putting a more medieval feel in my games. Nice work!

Col_Pladoh

Monday, 3rd July, 2006, 07:06 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Hi Gary. I just wanted to let you know how much I am enjoying two of your books I just bought. The Yggsburgh book for CZ, and Living Fantasy. Both are excellent and I'm finding the stuff in the Living Fantasy book great for putting a more medieval feel in my games. Nice work!

Well done!

The check is in the mail, and I'll direct the Trolls to your post :lol:

Seriously, when the 19 Yggsburgh Town modules, plus the five for the town's suburbs are completed, I do believe it will be the most detailed urban setting around, the maps showing each building, numbered for encounter information, and lots of adventures and adventure hooks in each one. I hope that the Trolls can put the maps together to create a big poster-sized one of the town and its surroundings :D

As for the *Living Fantasy* book, I really enjoyed the extensive researching necessary for it, putting the information together with creative fantasy elements. I was thinking about adding more daily routine examples plus some menus--LC, MC, and UC banquet, but the ms. was pretty large as it was, so I dropped the idea.

Cheers,
Gary

haakon1

Monday, 3rd July, 2006, 07:40 PM

Quote:

*Originally Posted by **Col_Pladoh***

Seriously, when the 19 Yggsburgh Town modules, plus the five for the town's suburbs are completed, I do believe it will be the most detailed urban setting around, the maps showing each building, numbered for encounter information, and lots of adventures and adventure hooks in each one. I hope that the Trolls can put the maps together to create a big poster-sized one of the town and its surroundings :D

Woo-hoo! Many of us will need to alert our FLGS to this stuff when it's coming out, as folks aren't as aware of non-D20 stuff, it seems. I like my FLGS' strategy of special ordering for me, but getting 2 copies . . . usually, the second one goes relatively soon. :)

Col_Pladoh

Monday, 3rd July, 2006, 07:45 PM

Quote:

*Originally Posted by **haakon1***

Woo-hoo! Many of us will need to alert our FLGS to this stuff when it's coming out, as folks aren't as aware of non-D20 stuff, it seems. I like my FLGS' strategy of special ordering for me, but getting 2 copies . . . usually, the second one goes relatively soon. :)

I do believe that the Trolls will be releasing the modules in pdf format before hardcopies are printed. There are at least four of the 19 town ones developmentally edited and turned over to TLG for their processing now, with about four or five more in process of being likewise edited.

Cheers,
Gary

BluSponge

Monday, 3rd July, 2006, 07:51 PM

Quote:

*Originally Posted by **Col_Pladoh***

As for the Living Fantasy book, I really enjoyed the extensive researching necessary for it, putting the information together with creative fantasy elements. I was thinking about adding more daily routine examples plus some menus--LC, MC, and UC banquet, but the ms. was pretty large as it was, so I dropped the idea.

Just out of curiosity, Gary, (and seeing as you enjoyed developing LF) have you considered doing expansions for it covering Eastern and Middle Eastern cultures? I know LF touches on this lightly, but much of it seems very grounded in western culture. While this doesn't preclude its use otherwise, I, for one, would love to see similar treatments done for the eastern part of the world. :D

Tom

Quote:

Originally Posted by **Col_Pladoh**

Well done!

The check is in the mail, and I'll direct the Trolls to your post :lol:

Seriously, when the 19 Yggsburgh Town modules, plus the five for the town's suburbs are completed, I do believe it will be the most detailed urban setting around, the maps showing each building, numbered for encounter information, and lots of adventures and adventure hooks in each one.

Having seen the detail that at least one of the writers, CK-Ghul put in the maps, it's certainly going to be one amazingly detailed design. Certainly going to be fun to put together. :)

Quote:

I hope that the Trolls can put the maps together to create a big poster-sized one of the town and its surroundings :D

I'm going to encourage this. It's going to make a bloody big map though. To do the detail justice it would have to be at least 6x8 feet. Average interior house wall size (8x10) would be better. :)

Treebore

Monday, 3rd July, 2006, 08:00 PM

I just bought the Yggsburgh module during the Trolls awesome sale and I haven't gotten it yet, or the 4 other things I bought, including the Essentials boxed set (to see how your ideas of game design have changed, if nothing else).

So my question is, with your health issues and all the other complications of putting something like this together, with ghost writers, and what have you, can you give any kind of estimate on how long it will take for us to see the whole thing finished? Two years? Less than 20 years? Any kind of estimate?

Another thing I have been wondering about, have you created enough material and given enough "direction" that this will be completed even if your health deteriorates badly enough to make you stop working? From other posts you have made it sounds to me like you have, but I never caught a "straight answer" about this possibility.

FYI, I am sensitive to the health issue, since I myself have issues that leave me wondering if I will live long enough to see it finished. I should, even if it takes 20 years, but you know how unexpected complications happen. With just life in general, let alone health problems. I have been living like this since 1993, and I turn 40 on the 10th. I hope to make it to at least my 90th B-day, despite the odds. Since I have already beaten as bad as 3 in 10,000 I am feeling pretty confident.

I hope my candor doesn't bother or offend you.

Treebore

Monday, 3rd July, 2006, 08:07 PM

Quote:

*Originally Posted by **gideon_thorne****Having seen the detail that at least one of the writers, CK-Ghul put in the maps, it's certainly going to be one amazingly detailed design. Certainly going to be fun to put together. :)**I'm going to encourage this. It's going to make a bloody big map though. To do the detail justice it would have to be at least 6x8 feet. Average interior house wall size (8x10) would be better. :)*

I love the idea of a wall sized poster, but that would have to be expensive! Have to admit, I am asking myself how much money I would be willing to pay for such a thing. Full color on really good strong poster paper being assumed, thinking the \$50 to \$75 range isn't causing me any pain. Especially if all the Trolls, Gary, and as many of the people involved as possible, sign and number them! Or maybe do a separate signed certificate kind of deal.

Anyways, I'll keep imagining such a map with your gorgeous cartography work. I better go get a drool bucket first!

Col_Pladoh

Monday, 3rd July, 2006, 08:15 PM

Quote:

*Originally Posted by **BluSponge****Just out of curiosity, Gary, (and seeing as you enjoyed developing LF) have you considered doing expansions for it covering Eastern and Middle Eastern cultures? I know LF touches on this lightly, but much of it seems very grounded in western culture. While this doesn't preclude its use otherwise, I, for one, would love to see similar treatments done for the eastern part of the world. :D**Tom*

No. I have not, mainly because so much of the historical material for those cultures and societies is in a language other than English. I would particularly love to do material covering the Chinese and Indian cultures and their social organization, also a Persian treatment.

Cheers,
Gary

Col_Pladoh

Monday, 3rd July, 2006, 08:21 PM

Quote:

*Originally Posted by **gideon_thorne****Having seen the detail that at least one of the writers, CK-Ghul put in the maps, it's certainly going to be one amazingly detailed design. Certainly going to be fun to put together. :)*

Having a mix of designers doing the modules will mean that the "flavor" of the town, as set forth on the CZY book, will have many neighborhood/district characteristics that will give the whole the same ambience as an actual town has.

Quote:

I'm going to encourage this. It's going to make a bloody big map though. To do the detail justice it would have to be at least 6x8 feet. Average interior house wall size (8x10) would be better. :)

Huzzah!

I am all for that, although I would settle for a 4' x 6' size :D

Cheers,
Garu

Quote:

Originally Posted by **Treebore**

I just bought the Yggsburgh module during the Trolls awesome sale and I haven't gotten it yet, or the 4 other things I bought, including the Essentials boxed set (to see how your ideas of game design have changed, if nothing else).

So my question is, with your health issues and all the other complications of putting something like this together, with ghost writers, and what have you, can you give any kind of estimate on how long it will take for us to see the whole thing finished? Two years? Less than 20 years? Any kind of estimate?

I wrote the whole of the CZY book before I began to have serious health problems. It is sufficient to serve as the basis for the detail modules, and rest assured I fed the designer team a whole slug of additional material, both by group email and on the TLG board topic specifically for the design team. I lost about 12 wanna-bes along the way, so the 25 separate modules are being designed by about 18 writers..sufficient to vary the districts and give each some unique neighborhood "feel".

The last of the 25 town modules should be completed in the spring of next year.

As for the abandoned Castle Zagyg and its dungeon levels, Rob has completed all the maps for the castles' levels and is working on the encounter text to send to me for development. I expect it to arrive in August. Rob is working from a set of notes, level outline, and list of special encounters he is familiar with so create the underground portion. As each of those modules is done he will send them to me for development. The lot should take about three years to complete. If it so happens I am incapacitated, or deceased, I believe Trigea will seek the developmental assistance of my sons Ernie (and possibly Luke) as well as a designer and co-writer I have worked with frequently, Jon Creffield.

Quote:

Another thing I have been wondering about, have you created enough material and given enough "direction" that this will be completed even if your health deteriorates badly enough to make you stop working? From other posts you have made it sounds to me like you have, but I never caught a "straight answer" about this possibility.

See above and judge for yourself. I am currently quite able to spend a few hours a day developmentally editing such material as needed. (In fact, I am doing a bit of that on my own work, the *Lejenadry AsteRogues* Fantastical Science genre expansion for the LA game, engaged in it for the sheer fun of it!)

Quote:

FYI, I am sensitive to the health issue, since I myself have issues that leave me wondering if I will live long enough to see it finished. I should, even if it takes 20 years, but you know how unexpected complications happen. With just life in general, let alone health problems. I have been living like this since 1993, and I turn 40 on the 10th. I hope to make it to at least my 90th B-day, despite the odds. Since I have already beaten as bad as 3 in 10,000 I am feeling pretty confident.

I hope my candor doesn't bother or offend you.

Whoa, Treebore. That's both bad and good news, eh? May you continue to beat the odds, prosper into a ripe old age. The docs have no idea how long I have, but as with you, I plan for many a year yet, even as I am grateful for each new day :lol: My 69 birthday anniversary is only about three weeks away :eek:

Rest assured your candid questions were not in the least offensive to me.

Cheers,
Gary

Treebore

Monday, 3rd July, 2006, 09:11 PM

Hopefully 3 years or less? Sounds good to me. I hope it works out that way, barring real life stuff.

Glad I didn't offend. :)

Deuce Traveler

Wednesday, 5th July, 2006, 10:45 PM

Quote:

Originally Posted by **Col_Pladoh**

I lost about 12 wanna-bes along the way...

Since some of us here are interested in getting ourselves involved in the RPG publishing world at some point (and at least all of us have something we dabbled with through a third party publisher), can you tell us how you separated the men from the boys?

Col_Pladoh

Wednesday, 5th July, 2006, 11:26 PM

Quote:

Originally Posted by **Deuce Traveler**

Since some of us here are interested in getting ourselves involved in the RPG publishing world at some point (and at least all of us have something we dabbled with through a third party publisher), can you tell us how you separated the men from the boys?

First, I didn't demand much in the way of credentials, assuming willingness, GMing experience, and some considerable general direction from me would suffice to enable those that were seriously committed to the task to succeed, possibly after some re-writing and polishing. This is how I went about keeping the group on track, weeding out those unable to perform:

Set a deadline. Communicate with the design group regularly. Require responses be made to periodic requests for progress reports. Also, state that failure to comply with a required response means being dropped from the project.

I made sure there were standby designers, several of whom proved to be able.

As it happened, mainly because of being at this for so long, I spotted about 80% of those that proved duds at module writing, so I wasn't caught flat-footed. Thankfully, a handful of the designers actually took on two modules, and one eager creative fellow, Jeff Talanian, has one in and several more working.

Cheers,
Gary

John Drake

Thursday, 6th July, 2006, 01:29 AM

Hi there Gary

Since the recent topic is that of modules and design, I was hoping to get some insight or an opinion from you (but I'm really hoping for both! :)) . So, being a gamer who started out with classics like B2 and the Giant series, Needle, and the like, I have a great fondness for the adventure module. But I've noticed that production of these items is not quite what it once was back in the 80's and 90's. I realise there are s o m o u d t h e r e (like Rob Kuntz's stuff from Pied Piper, his freelance stuff and of course yours as well), but by and large it ain't what it used to be. Why do you think that is?

Personally, I love them, great for reading and I always found it helped me design my own dungeons/scenarios, using them as a guideline as what one should or should not do and excellent source of inspiration. I've heard arguments that state that since adventure modules are for the DM only, it therefore limits the sales (profit margin) so they're not worth producing . I don't totally believe that (although of course, I could be wrong), because I've always been in groups that had multiple DM's, and we change it up every few weeks or so, taking turns running games. Anyway, just wondered if you had any thoughts or input on the subject, as I haven't a clue about the industry really! :) Thanks! It's very much appreciated. Ciao!

Treebore

Thursday, 6th July, 2006, 02:05 AM

So few modules? Not what they used to be? Guess you haven't discovered Necromancer Games or Goodman Games. Both are very much like they used to be. So are Troll Lords Games older d20 modules as well as their new C&C modules. There have been plenty of good modules put out for d20, just, apparently, not enough people knew about them. Dungeon Magazine is still great for maps and ideas, even with me no longer running 3E games.

Even some of the modules put out by WOTC are exceptional.

JohnRTroy

Thursday, 6th July, 2006, 02:34 AM

Quote:

I hate the "motorcycle helmet law" approach WOTC is taking here. Adventuring means danger, a chance to get killed without bubble-wrap over all the sharp corners in the dungeon, and DMing means creativity and judgment. By and large, D&D players are smart enough that we don't need child safety locks. It almost seems like they're afraid to get sued if a character is killed. I want the Holodeck Safety Protocols off.

Yes, but a few things have changed that might encourage the change in viewpoint.

1) Games are a little more story based nowadays. I think players are a little more attached to their characters nowadays, thinking of their favorite novels and such, so permanent death is a little less palatable. It's also why the game was adjusted so poison is no longer an "instant kill" (and Gary's LA does that kinda thing as well).

2) Today's gamers have a lot of choices. The games that compete with the RPG are the computer games, such as CRPGs, MMORPGs, MUDs, etc. In those games, multiplayer games resurrection is automatic, while a single reload can take care of death. So, please tell a player growing up with those options that you want "Safety Protocols Off".

3) The Wizard staff that absorbed TSR is more "gamist" than the original game writers. They see things in probabilities, stat analysis, and measure things precisely. That's probably why they encourage player and DMs to be more or less on equal footing, since a "bad" DM could turn off 4-6 times his number off of the game. I guess they're mostly concerned with tournaments and other rules.

I'm not agreeing with everything the gang at Wizards say. I actually agree that sometimes death can be intriguing. However, I also would suggest DMs recognize what influences the younger generations and appeal to them as well. We need more people to survive, and that might mean changing some of the ways we develop our games and run our games.

There's a great article by a Wizard's staff member that shows just how he adapted the game for his 7 year old son. (I like the part where the kid says he gets hit with an arrow trap. :cool:)

<http://www.wizards.com/default.asp?x=dnd/dd/20060630a>

Flexor the Mighty!

Thursday, 6th July, 2006, 02:55 AM

Quote:

*Originally Posted by **Treebore***

So few modules? Not what they used to be? Guess you haven't discovered Necromancer Games or Goodman Games. Both are very much like they used to be. So are Troll Lords Games older d20 modules as well as their new C&C modules. There have been plenty of good modules put

out for d20, just, apparently, not enough people knew about them. Dungeon Magazine is still great for maps and ideas, even with me no longer running 3E games.

Even some of the modules put out by WOTC are exceptional.

I find the C&C modules put out by TLG to be a bit lacking in the classic feel. However Goodman Games Dungeon Crawl Classics are wonderful. Other than that though I only picked up a few modules for D20/3.x and wasn't overly impressed with any. Sunless Citadel was fun though. RttTOEE was a horror story on the other hand. I grew to hate that modules.

gideon_thorne

Thursday, 6th July, 2006, 03:03 AM

Quote:

Originally Posted by **Treebore**

So few modules? Not what they used to be?

Everything's better 'in the old days', don't ya know that? Even the food tasted better. :lol:

Treebore

Thursday, 6th July, 2006, 05:53 AM

Quote:

Originally Posted by **Flexor the Mighty!**

I find the C&C modules put out by TLG to be a bit lacking in the classic feel. However Goodman Games Dungeon Crawl Classics are wonderful. Other than that though I only picked up a few modules for D20/3.x and wasn't overly impressed with any. Sunless Citadel was fun though. RttTOEE was a horror story on the other hand. I grew to hate that modules.

Well I bought a lot, even most, probably even darn near all of them (Paradigm, Scarred Lands, Kalamar, WOTC, Necromancer, Fiery Dragon, Goodman, Troll Lords, and several other I know I am forgetting) most of them were at least good, some were crap, some were diamonds hidden in sub par layout and writing (FD's NeMorans Vault and Giants Skull and the Witchfire Trilogy's first module by Iron Kingdom comes to mind here). Plus there were some that were good only for maps and NPC's.

So, in my opinion, wait, I also want to say I agree that return to the temple of horrible modules was indeed horrible, but again, great maps and some good NPC's. Now back to what I want to say, a lot of good stuff was put out and it sounds like you missed a lot of good adventures pre-made for you. If you buy Goodman's stuff than at least you found some of it.

C&C lacking in the classic feel? Put Assault on Blacktooth Ridge down next to Keep on the Borderlands and page through them together. If that doesn't prove what I said then nothing will.

haakon1

Thursday, 6th July, 2006, 09:24 AM

Quote:

Originally Posted by **JohnRTroy**

Yes, but a few things have changed that might encourage the change in viewpoint.

1) Games are a little more story based nowadays. I think players are a little more attached to their characters nowadays, thinking of their favorite novels and such, so permanent death is a little less palatable.

I disagree that PC death's have become less palatable. I think it depends on the player. I remember crying when my first character got killed (when I was 11), and laughing about the good war story last time I lost one as part of a TPK.

I think the game works best when a PC's death matters, and it can happen.

Paintball was a lot more fun the first time we played, but after we realized being shot didn't really hurt, we didn't play it the same way, so it was lame . . . risk is fun . . . lack of risk is boring.

Quote:

Originally Posted by **JohnRTroy**

2) Today's gamers have a lot of choices. The games that compete with the RPG are the computer games, such as CRPGs, MMORPGs, MUDs, etc. In those games, multiplayer games resurrection is automatic, while a single reload can take care of death. So, please tell a player growing up with those options that you want "Safety Protocols Off".

Wouldn't choice imply having different games make different choices? Auto-respawn is a choice. Death with consequences is another.

I only play with my friends. I don't kill my friends' characters for "fun", but I want them to know the dice fall where they may because, like ABC Sports motto went: "The thrill of victory, the agony of defeat". Without losing, there's no winning.

The real fun of the game is when you can say: "Wow, that was close. We almost got slaughtered, but we did it, and everybody's OK." It's a fine

line in DMing to get that Indiana Jones grabbing his hat under the crushing stone door thrill, without crushing too many archeologists . . . very tough to do without fudging dice rolls, but I'm trying to run a "clean" no safety protocol campaign now.

I guess that's the real generational difference. Me and my friends grew up before the era of "everybody gets a trophy for playing". No risk feels like no achievements to me.

Quote:

*Originally Posted by **JohnRTroy***

3) The Wizard staff that absorbed TSR is more "gamist" than the original game writers. They see things in probabilities, stat analysis, and measure things precisely. That's probably why they encourage player and DMs to be more or less on equal footing, since a "bad" DM could turn off 4-6 times his number off of the game. I guess they're mostly concerned with tournaments and other rules.

I'm not agreeing with everything the gang at Wizards say. I actually agree that sometimes death can be intriguing. However, I also would suggest DMs recognize what influences the younger generations and appeal to them as well. We need more people to survive, and that might mean changing some of the ways we develop our games and run our games.

I guess so.

BTW, I'm not saying death is fun . . . I'm saying the death is unpleasant, and that risk makes adventuring exciting. Nothing ventured, nothing gained. Who dares wins. It's much safer to do it in an RPG than to actually race motorcycles or whatever.

I think the best way for gaming to survive is to keep it exciting and fun . . . winning is good, but winning when you think you survived by the skin of your teeth but triumphed through superior cunning, luck, and teamwork with your friends, that's golden. Most of us geeks don't get to triumph at team sports too often. :cool:

John Drake

Thursday, 6th July, 2006, 04:28 PM

Quote:

*Originally Posted by **Treebore***

So few modules? Not what they used to be? Guess you haven't discovered Necromancer Games or Goodman Games. Both are very much like they used to be. So are Troll Lords Games older d20 modules as well as their new C&C modules. There have been plenty of good modules put out for d20, just, apparently, not enough people knew about them. Dungeon Magazine is still great for maps and ideas, even with me no longer running 3E games.

Even some of the modules put out by WOTC are exceptional.

True, and I somewhat acknowledged this in my post, but it just isn't to the extent it once was back in the day :) Yes, *some* of the WotC mods were good. But I do find them, in general, difficult to locate. I guess it's just the area in which I live.

Col_Pladoh

Thursday, 6th July, 2006, 04:30 PM

Quote:

*Originally Posted by **John Drake***

Hi there Gary

*Since the recent topic is that of modules and design, I was hoping to get some insight or an opinion from you (but I'm really hoping for both! :)) . So, being a gamer who started out with classics like B2 and the Giant series, Needle, and the like, I have a great fondness for the adventure module. But I've noticed that production of these items is not quite what it once was back in the 80's and 90's. I realise there are **some** out there (like Rob Kuntz's stuff from Pied Piper, his freelance stuff and of course yours as well), but by and large it ain't what it used to be. Why do you think that is?*

Howdy!

I will not get onto analysis of other designers' work, but I can venture that the modules you do not find particularly appealing are those that contain a lot of story and dialog and little in the way of action and adventure. Many are written as if playing a game were play acting or, worse, an art form :)

Quote:

Personally, I love them, great for reading and I always found it helped me design my own dungeons/scenarios, using them as a guideline as what one should or should not do and excellent source of inspiration. I've heard arguments that state that since adventure modules are for the DM only, it therefore limits the sales (profit margin) so they're not worth producing . I don't totally believe that (although of course, I could be wrong), because I've always been in groups that had multiple DM's, and we change it up every few weeks or so, taking turns running games. Anyway, just wondered if you had any thoughts or input on the subject, as I haven't a clue about the industry really! :) Thanks! It's very much appreciated. Ciao!

Here I will expound a bit. WotC can say that now, because they screwed up the market for modules with the d20 license, thus guaranteeing a superfluity of such product, much of it of questionable value, thus reducing the appeal for modules, and altogether not promoting the D&D logo or game.

The claim that they could not license one or several reputable small companies to produce D&D modules with that mark on them because of lacking personnel to peruse and approve or not the modules submitted is sepcious IMO. The licensing fee and subsequent royalties would cover most, if not all, of the expense. the advertising and promotional value of the licensed products, ads therefor, would surely make up any shortfall.

When I was at TSR the modules produced at least paid for their creation and production, while many sold in quantities over 50,000 units, a profitable product for the publisher, the distributors, and retailers carrying it.

Of course it requires that the module be written by a capable designer...

Cheers,
Gary

Col_Pladoh

Thursday, 6th July, 2006, 04:33 PM

Quote:

*Originally Posted by **Treebore***

So few modules? Not what they used to be? Guess you haven't discovered Necromancer Games or Goodman Games. Both are very much like they used to be. So are Troll Lords Games older d20 modules as well as their new C&C modules. There have been plenty of good modules put out for d20, just, apparently, not enough people knew about them. Dungeon Magazine is still great for maps and ideas, even with me no longer running 3E games.

Even some of the modules put out by WOTC are exceptional.

Without contesting any of the above, the sales for those modules are generally pretty low, making them marginal products. This is because there are too many modules being produced for the size of the consumer audience, and many produced in the past have been of low play quality, so GMs are reluctant to purchase more.

Cheers,
Gary

Col_Pladoh

Thursday, 6th July, 2006, 04:35 PM

Quote:

*Originally Posted by **gideon_thorne***

Everything's better 'in the old days', don't ya know that? Even the food tasted better. :lol:

You mean when you weren't here to plague us?

:lol:
Gary

gideon_thorne

Thursday, 6th July, 2006, 04:37 PM

Quote:

*Originally Posted by **Col_Pladoh***

You mean when you weren't here to plague us?

:lol:
Gary

That too. ;) :D

Col_Pladoh

Thursday, 6th July, 2006, 04:40 PM

Quote:

*Originally Posted by **haakon1***

...

...

I only play with my friends. I don't kill my friends' characters for "fun", but I want them to know the dice fall where they may because, like ABC Sports motto went: "The thrill of victory, the agony of defeat". Without losing, there's no winning.

The real fun of the game is when you can say: "Wow, that was close. We almost got slaughtered, but we did it, and everybody's OK." It's a fine line in DMing to get that Indiana Jones grabbing his hat under the crushing stone door thrill, without crushing too many archeologists . . . very tough to do without fudging dice rolls, but I'm trying to run a "clean" no safety protocol campaign now.

I guess that's the real generational difference. Me and my friends grew up before the era of "everybody gets a trophy for playing". No risk feels like no achievements to me.

...

Whoa!

Well put sir.

I heartily concur.

Cheers,
Gary

Gary Gygax Q&A: Part X

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Gentlegamer

Thursday, 6th July, 2006, 05:06 PM

On modules and sales . . . Goodman Games Dungeon Crawl Classics series has modules that are on their third printing! There's definitely a market for *good* modules.

Col_Pladoh

Thursday, 6th July, 2006, 05:51 PM

Quote:

*Originally Posted by **Gentlegamer****On modules and sales . . . Goodman Games Dungeon Crawl Classics series has modules that are on their third printing! There's definitely a market for good modules.*

That is heartening, and Goodman has earned its rep, so is reaping the benefit. However, the print runs in question are most likely rather modest. Back in the early 1980s TSR would do initial print runs of 25,000 and with the better-selling modules reprint many times at that quantity. I don't recall the exact sales figures, but I believe that *Ravenloft*, S1, G1 through G3, D1 through D3, Q1, T1, the *Temple of Elemental Evil* and all the *Dragonlance* modules sold over 100,000 each.

Cheers,
Gary

Col_Pladoh

Thursday, 6th July, 2006, 05:53 PM

Time for me to start a new thread.

Consider this one as closed, please.

Cheers,
Gary

haakon1

Thursday, 6th July, 2006, 08:33 PM

Quote:

*Originally Posted by **Col_Pladoh****This is because there are too many modules being produced for the size of the consumer audience, and many produced in the past have been of low play quality, so GMs are reluctant to purchase more.*

They're also really fragmented. There are modules for old-schoolers, modules for Eberron, modules for various fringe rules, etc.

Open Gaming License was a cool idea, but it makes the Mazteca-ization problem of D&D (splintering a small audience) worse.

Opps. Sorry, I didn't read this was closed until I already wrote this.

Col_Pladoh

Thursday, 6th July, 2006, 08:39 PM

Quote:

*Originally Posted by **haakon1****They're also really fragmented. There are modules for old-schoolers, modules for Eberron, modules for various fringe rules, etc.**Open Gaming License was a cool idea, but it makes the Mazteca-ization problem of D&D (splintering a small audience) worse.**Opps. Sorry, I didn't read this was closed until I already wrote this.*

Quit postng here!

Go to: <http://www.enworld.org/forums/showthread.php?t=167680>

:lol:
Gary

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